

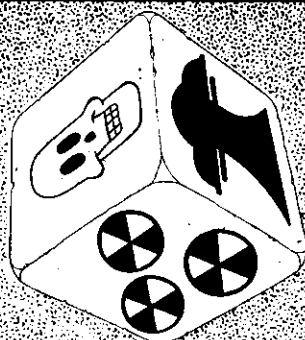
THERE ARE WORLDS BEYOND OUR OWN...THE WORLDS OF

IF

**ASTRAGAL THE 3-HEADED
DEMON HADN'T COMMITTED A
SERIES OF BESTIAL MURDERS,
AND SET RICK FORTUNE UP TO
TAKE THE RAP.....**

**ELFRIC THE DEV-EL HADN'T
ASSEMBLED A VICIOUS CREW IN
THE CELTIC OTHERWORLD, AND
HUNTED SLAINE DOWN LIKE A
WILD ANIMAL.....**

**Their worlds – their lives – would have been
different. There is only one key to those
alternative realities. YOU hold that key...THE
DICE. For they control the worlds of IF...the
savage, phantom worlds of...**



The 4th issue of DICEMAN...and for the first time we've decided to tamper with the formula. Up to now we've put together three stories per issue, each one offering a unique mix of graphic action and fantasy gaming, but your letters – of which there were many, thanks, and of which we'd like many more, please – kept returning to the same theme: you want longer games, with more complexity; games that let you get seriously wrapped up in the story...



**LIKE,
YOU ARE THE
PSYCHO,
KNOW WHAT I
MEAN?**



So that's what you've got in this issue...two games instead of three, each one brought to life in thirty or so pages of brilliant artwork, and each one guaranteed to be the most testing DICEMAN game you've ever played. Issue 5, which comes on sale in October, will revert to the 3-story format to allow us room for an experiment, but even then we'll keep one of the games at this extra, more demanding length. The experiment? A new kind of game altogether, in which YOU are a Very Important Politician – but since the incumbent actually exists, and is still in office, we'll drop the subject for the time being and leave you to enjoy the simple lives of mobsters and monsters...

Simon Gell

ENTER
THE
DICEWORLD
... IT'S
DEAD
EASY!

NO
BRAINS OR
BATTERIES
REQUIRED!



HOW TO PLAY THE DICEMAN

The only essential weapon you'll need is a pair of sacred ivories... a brace of the blessed bones themselves - 2 SIX-SIDED DICE.

You'll also need some scraps of paper, a pen and a rubber. These will be used to create SCORE SHEETS for each of the games you're about to play. A score sheet is a record of your progress through the story: if you are told to add to, or subtract from, your score - then that's where you'll make a note of it. Specific rules are given at the start of each story, but there is one important rule to remember throughout...

A fantasy gaming comic strip is unlike any other strip you've read before. Here, every picture has a NUMBER - and if you are instructed to turn to a picture number, you do so... even if that number is several pages away. DO NOT try to read a story IN sequence if you've been told to go to a new picture number OUT OF sequence - it won't make sense. To help you through your ordeal, numbers are printed at the top of the page to tell you which pictures are to be found below.

Now YOU are ready to roll!

Click on "go to XX" to jump directly there!

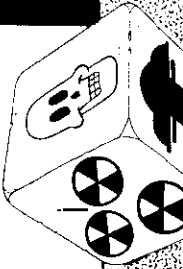
RECKON
YOU'VE GOT IT?
WE'LL SOON SEE...
HUR HUR HUR...



THE DICE IS RIGHT

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Front Cover
BRENDAN MCCARTHY

THEY DON'T
COME CHEAP!

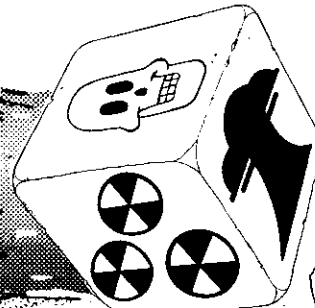


Who you gonna call?
GAMETESTERS

Many thanks but no money to
Simon Bridle and Jean Mitchell,
who weren't afraid of no
gangsters, and to Tim Broshin and
Harry Sykes, who weren't afraid of
no goddesses.

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RICKY FORTUNE,
COME ON DOWN!



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DICE MAN

in Bitter Streets

IT IS A CITY IN THE DEPTHS OF THE DEPRESSION - WHERE PEOPLE HAVE FORGOTTEN HOW TO SMILE AND HAVEN'T HAD A NICE DAY SINCE THE WALL STREET CRASH.

A CITY WHERE THEY'RE AFRAID TO LEAVE THEIR HOMES AS A MANIAC KILLER THEY CALL THE 'BEAST OF THE BRONX' STALKS THE STREETS. A KILLER WHOSE FOUL CRIMES SICKEN EVEN THE POLICE. . .

STORY/GAME PAT MILLIS
ART STEVE DILLON
LETTERING TOM FRAME

AND YOU HAVE MORE REASON TO BE DEPRESSED AND SICKENED THAN ANY OF THEM. BECAUSE YOU ARE THE ONE THE POLICE ARE LOOKING FOR.

BRONX
BEAST
HUNTED
HERALD

YOU ARE THE MANIAC KILLER.

**YOU ARE RICK FORTUNE —
THE DICEMAN.**

INVESTIGATOR OF STRANGE
EVENTS ON A STRANGE
PLANET CALLED EARTH.

YOU CONTROL THE **DICE OF
DESTINY** — TWO ANCIENT
STONE DICE FROM ATLANTIS,
STOREHOUSES OF ASTRAL
POWER.

DICE THAT ALTER THE FUTURE.



RIGHT NOW YOUR FUTURE'S
LOOKING GRIM.

YOU'VE LOST CONTROL OF
ASTRAL, THE DEMON
YOU SUMMON ON A ROLL
OF THE DICE. HE'S RUN
AMOK AND COMMITTED
THOSE SENSELESS,
BESTIAL MURDERS.



AND YOU'RE RESPONSIBLE.
YOU'RE THE REAL MURDERER.
THE MANIAC KILLER.

IF YOU HADN'T FOUND THE DICE OF DESTINY,
ASTRAL COULD NEVER HAVE BEEN UNLEASHED
ONTO THE STREETS OF NEW YORK.



THE THOUGHT HAS
DRIVEN YOU TO THE
EDGE OF INSANITY.

THEN YOU ENTER
YOUR APARTMENT.

AND TAKE A STEP
OVER THE EDGE.



YOU SEE ASTRAL. SEE WHAT HE'S
DOING. TO THE BODY ON THE FLOOR.



HE LOOKS UP AT YOU AND LAUGHS BEFORE
LEISURELY CROSSING TO THE WINDOW
AND LOPING OFF OVER THE ROOFTOPS.



LEAVING IN YOUR APARTMENT THE DEAD
BODY OF A MAN YOU'VE NEVER SEEN BEFORE.

WHAT ARE
YOU GOING
TO DO ?



BEFORE YOU DECIDE, YOU MUST ROLL THE DICE OF DESTINY.
YOU WILL NEED THEIR STRANGE POWERS TO HELP YOU
OVERCOME THE DANGERS THAT LIE AHEAD.



THE DICE OF DESTINY

You are still learning the secrets of the Dice, but have found a way to *partly* control their awesome powers. Below is a summary of what *may* happen when you roll the Dice.

1. THE WEB

Distorts the Web of Time and Space. Sometimes creates illusion and confusion. Allows you to walk through shadows unseen. May give premonitions of danger...traps. Affects enemies - makes them slow, clumsy.

2. THE KEY

Sharpens mental powers and increases personal appeal. Using this 'Force' you have translated ancient documents, cracked codes and detected traps. You are able to influence people - make them like you.

3. ASTRAGAL

Contacts Astragal, Guardian of the Dice. But he will help you only at a moment of great danger, and since he ran amok it is doubtful if you can summon him on this number.

4. THE FIST

Greatly increases your strength and agility.

5. LIGHTNING.

Sometimes Astragal will appear on this number. Other times, creatures even more vile. Since he ran amok, it is doubtful if you can summon him on this number.

6. THE BAT.

You have been unable to activate this strange Force. Roll the die again.

DICING WITH DEATH

It is now time for you to unleash the powers of the Dice of Destiny.

Roll ONE die once and refer to the summary above to discover the Force you control for the whole of the adventure. If you would prefer another Force (especially if you rolled a 3 or a 5), roll the second die. You must then accept the second Force indicated - WHATEVER IT IS. You cannot go back to your original choice. Only if you get a 6 on either die can you make an extra roll.

You have called on powerful forces and they will not be cheated of your fate. You have 'cast your lot' and must accept it. Go to the RULES page opposite. The die numbers are now referred to by their Forces (e.g. 1 = The Web).

RULES

Your **PHYSICAL** and **MIND POWER** are shown below. You will have to deduct points from these ratings as you deal with problems and enemies. Should your **PHYSICAL POWER** be reduced to zero, you are dead. Should your **MIND POWER** be reduced to zero, you are insane.

In this adventure, you also spend money on food, lodgings and weapons. You start with \$30 in your wallet.

Make a copy of this **SCORE SHEET** for handy reference...

DICEMAN

PHYSICAL POWER _____ 20 _____

MIND POWER _____ 16 _____

DICE FORCE _____

MONEY _____ \$30 _____

WEAPONS _____

If you control...

The Key - Add 10 to your Mind Power.

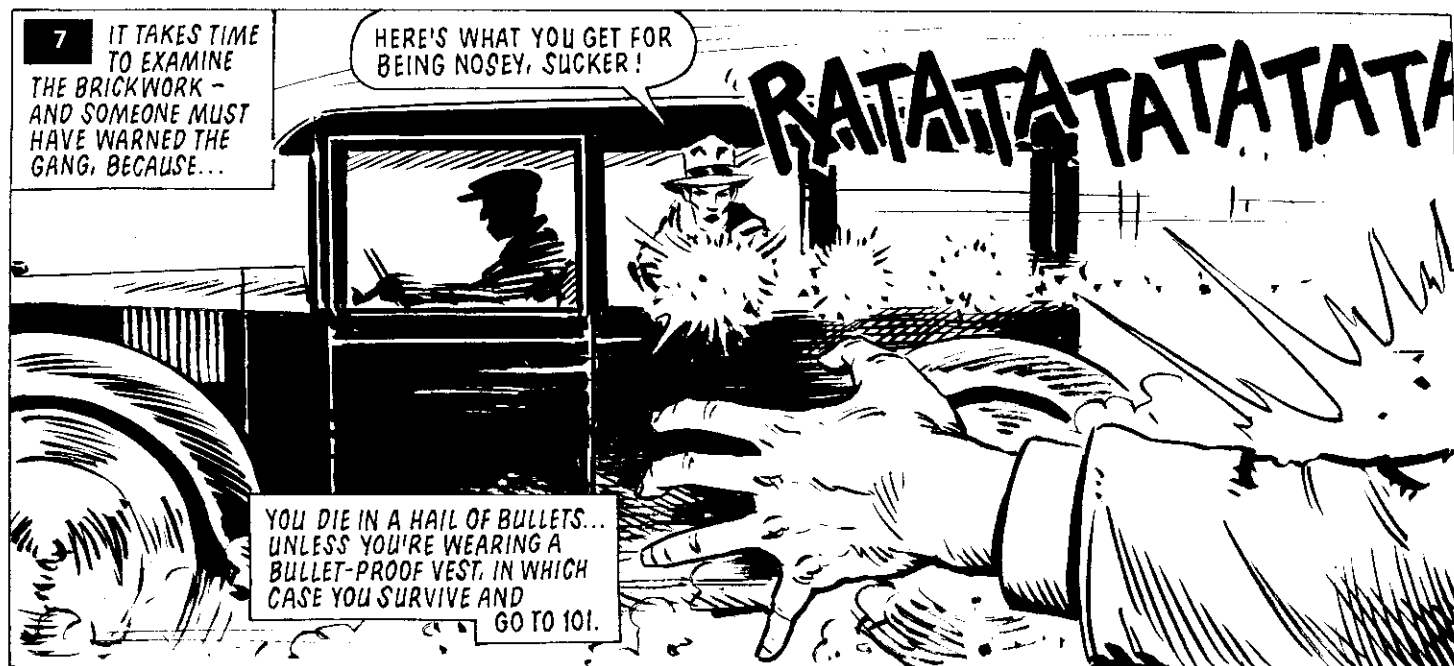
The Web - Add 5 to your Mind Power.

The Fist - Add 15 to your Physical Power

You are now ready to start your adventure. Be lucky!

BUT FIRST... WHAT ARE YOU GOING TO DO ABOUT THE STIFF ON YOUR FLOOR? WRITE DOWN YOUR PLAN (E.G. "MAKE A RUN FOR IT"), THEN GO TO PICTURE 11.





11

IF YOU DECIDED TO...

- A) TELL THE POLICE.
GO TO 47.
- B) MAKE A RUN FOR IT.
GO TO 1.
- C) HIDE THE BODY AND
CLEAN UP THE BLOOD.
GO TO 35.
- D) SEARCH THE BODY.
GO TO 23.

IF YOU DECIDED SOMETHING
ELSE (OR MADE TWO
DECISIONS), SELECT ONE OF
THE CHOICES ABOVE.

12

YOU'RE SENT FLYING AND HIT
YOUR HEAD ON THE KERB.

AAAAHH!

MIND DAMAGE: 1 DIE.
PHYSICAL DAMAGE: 1 DIE.
GO TO 28.

13

THE COP LISTENS TO
YOUR STORY...

LET ME SEE IF I'VE GOT THIS...
YOU CONTROL A THREE-HEADED
DEMON CALLED **ASTRAGAL**
WITH A ROLL OF THESE DICE...
AND HE COMMITTED THE
MURDERS. BUT **NOW** YOU DON'T
CONTROL HIM ANYMORE... SO
IT WASN'T YOUR FAULT...



14

SO MY OFFICERS
CAN CHECK YOUR...
YOUR STORY...
'DICEMAN'...
WHERE DO YOU
THINK THIS...
'ASTRAGAL' HAS
GONE?



WHERE DO
ICEBERGS
GO WHEN
THEY
MELT?



INTO
THIN AIR.

15

DON'T GET CUTE WITH ME,
YOU ANIMAL! THINK YOU
CAN BEAT A MURDER RAP BY
PLEADING INSANITY, HUH? I DON'T
BUY IT - AND NEITHER WILL THE
JUDGE!



16

YOU'RE GOING TO THE CHAIR,
DICEMAN! YOU'RE GOING TO
BURN IN HELL FOR WHAT YOU DID!

THAT'S ENOUGH,
MCSWEENEY!



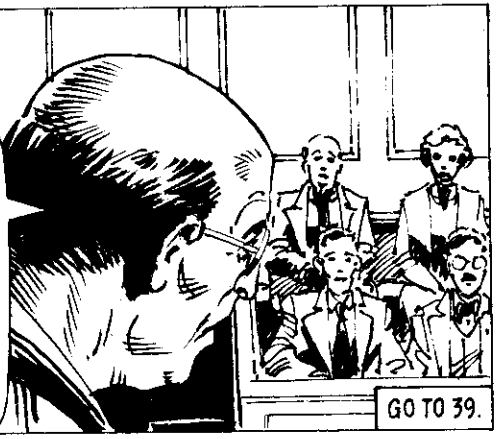
PHYSICAL DAMAGE: 2 POINTS.
GO TO 40.

17



18 THE JUDGE
SUMS UP
FOR THE JURY...

THE PRISONER HAS
MAINTAINED HIS
INNOCENCE
THROUGHOUT THIS
TRIAL, BUT HE
EXPECTS US TO
BELIEVE THAT A
**THREE-HEADED
DEMON** IS
RESPONSIBLE
FOR THE MURDERS!



19 SUDDENLY
YOU SEE...

ASTRAGAL!



20 EVERYWHERE
YOU LOOK...

NO!

GET OFF ME, YOU
SCREWBALL!

HE'S GONE
CRAZY!
GET HELP!



21 SOON MORE ASTRAGALS - THIS TIME
DRESSED IN WHITE COATS - ARRIVE
AND TAKE YOU TO AN UNUSUAL ROOM.

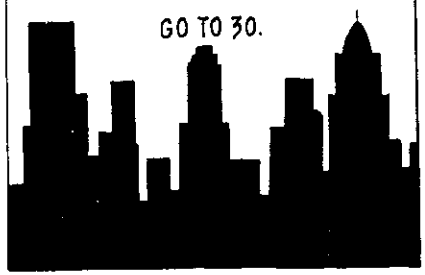


22

YOU ASK AROUND YOUR
CONTACTS IN THE
UNDERWORLD AND LEARN
THE DEAD MAN WAS
CALLED 'TRIGGER' LEVINE -
HIT MAN FOR THE DUTCH
ZIEGLER GANG.

THE INFORMATION
COSTS YOU \$5 -
OR \$1 IF YOU
CONTROL THE KEY.

GO TO 30.



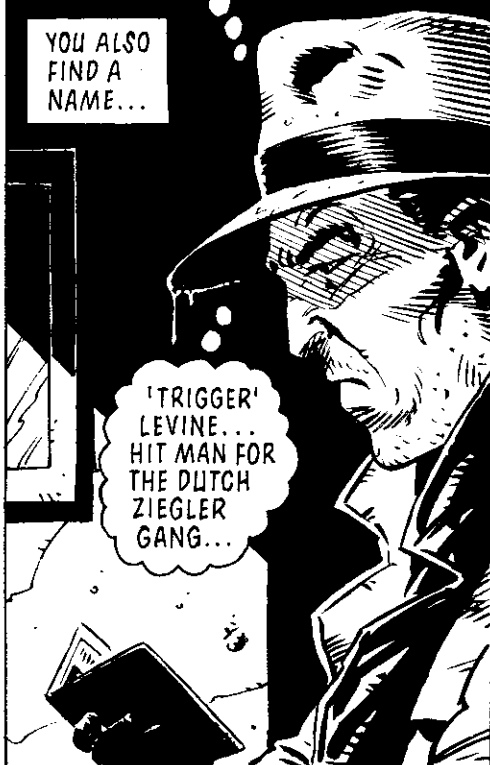
23 IN THE DEAD MAN'S POCKETS YOU FIND... VITAMIN TABLETS, HEADACHE TABLETS, NASAL SPRAY, SKIN CREAM, EYE DROPPER AND PLASTERS.



24 HE LIKED TO LOOK AFTER HIMSELF...

YOU ALSO FIND A NAME...

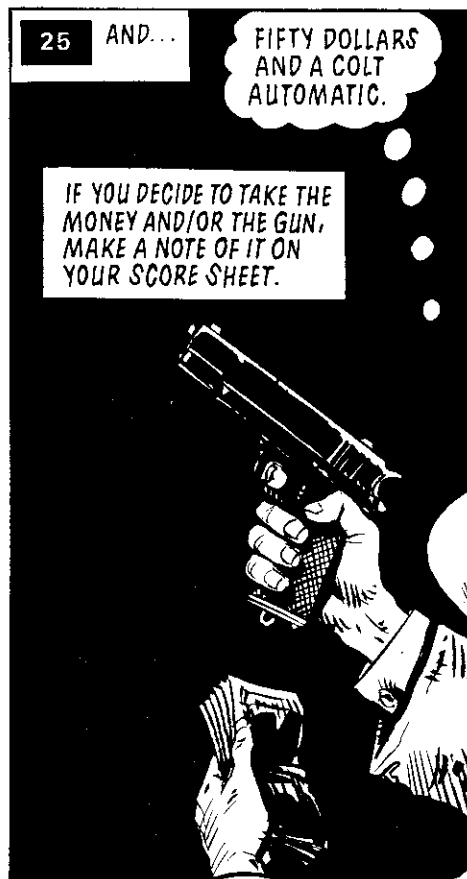
'TRIGGER' LEVINE... HIT MAN FOR THE DUTCH ZIEGLER GANG...



25 AND...

FIFTY DOLLARS AND A COLT AUTOMATIC.

IF YOU DECIDE TO TAKE THE MONEY AND/OR THE GUN, MAKE A NOTE OF IT ON YOUR SCORE SHEET.



26 SOMETHING'S GOING DOWN, RICK... AND YOU'RE RIGHT IN THE MIDDLE OF IT.



27 ...SKILFULLY AVOIDING IT...

BEEP!

BEEP!



WILL YOU NOW... TELL THE POLICE? (GO TO 48); MAKE A RUN FOR IT? (GO TO 1); OR HIDE THE BODY? (GO TO 35).

28 YOU MAKE GOOD YOUR ESCAPE.



IF YOU HAVE BEEN SHOT, GO TO 3. OTHERWISE, GO TO 46.

29

AAAAHH!

PHYSICAL DAMAGE: 1 DIE.
WILL YOU NOW SURRENDER? GO TO 50.
OR KEEP RUNNING? GO TO 52.

30 SOMEBODY TRIED
TO SEND YOU TO
THE ELECTRIC CHAIR.

SOMEBODY
ELSE
CONTROLS
ASTRAGAL.

SOMEBODY
IS GETTING
AWAY WITH
MURDER.

31

SOMEBODY'S
GOING TO PAY!

32 BUT YOU NEED
FOOD...REST...
THE **HARDWARE** TO
MAKE THEM PAY...

WILL YOU SPEND THE NIGHT IN...? A FLEA-RIDDEN **FLOPHOUSE**: 30 CENTS A NIGHT (GO TO 42). THE LUXURIOUS **WALDORF ASTORIA HOTEL**: \$25 A NIGHT, INCLUDING 'EXTRAS' (GO TO 44). A **HOOVERVILLE** (A JUNK HOME USED BY THE UNEMPLOYED): NO CHARGE (GO TO 42).

33 DOWNTOWN... YOU'RE GRILLED
BY OFFICER MCSWEENEY...

LET'S GO THROUGH IT
ONE MORE TIME...
YOU SAY YOU'VE NO
IDEA HOW THE BODY OF
THE DECEASED -
'TRIGGER' LEVINE -
GOT INTO YOUR
APARTMENT?

RIGHT.

34

YOU KNOW, I'VE
BEEN A COP
TWENTY YEARS...
AND I GET A
TWITCH WHEN
A SUSPECT'S
LYING...

NOTICE
ANYTHING,
FORTUNE?

IF YOU WOULD LIKE TO HELP OFFICER MCSWEENEY'S TWITCH BY
TELLING HIM ABOUT ASTRAGAL, GO TO 13.
OR WILL YOU STICK TO YOUR STORY? GO TO 40.

35 YOU TRY CLEANING UP THE BLOOD, BUT...

LEFT A DULL RED STAIN...

36

GROWING DARK...
I'LL DUMP THE STIFF
IN AN ALLEY...

37

VAAAAA-VAAAA

THE COPS!

38

THEY'VE BEEN TIPPED OFF.
THIS WHOLE THING'S A
STINKIN' SET-UP!

YOU DROP THE BODY.
WILL YOU MAKE A
RUN FOR IT? GO TO 1.
OR TELL THE POLICE
WHAT HAPPENED?
GO TO 48.

39 AND YOU MUST CONSIDER THE OTHER EVIDENCE
AGAINST HIM... HIS BLOOD-STAINED CLOTHES,
HIDDEN IN HIS OWN BASEMENT... LINKING HIM, NOT
JUST WITH THIS CRIME - BUT WITH THE
PREVIOUS MURDERS AS WELL.

I'VE TOLD YOU!
SOMEBODY
PLANTED
THEM!

40 SOON IT IS TIME FOR
YOUR TRIAL.

IF YOU...

TOLD THE POLICE ABOUT ASTRAGAL:
GO TO 18.

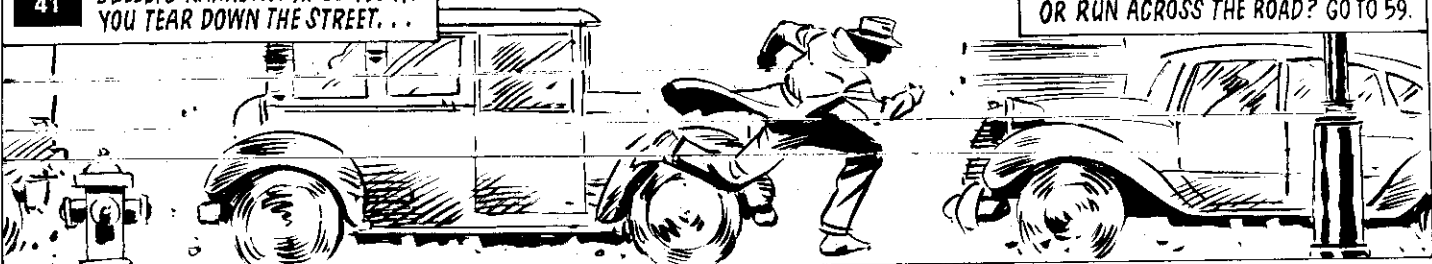
DIDN'T TELL THE POLICE ABOUT
ASTRAGAL, BUT RAN FROM THE
COPS;
OR TRIED TO HIDE THE BODY;
OR TOOK A GUN FROM IT (NOT THE
MONEY): GO TO 51.

OTHERWISE: GO TO 58.

IF YOU CONTROL THE KEY, GO TO 58.
OTHERWISE, GO TO 65.

41 BULLETS NARROWLY MISS YOU AS YOU TEAR DOWN THE STREET...

WILL YOU... KEEP GOING? GO TO 53.
OR RUN ACROSS THE ROAD? GO TO 59.



42 FIRST... YOU JOIN THE QUEUE OUTSIDE A ONE CENT RESTAURANT FOR THE UNEMPLOYED...

THERE ARE 15 MILLION UNEMPLOYED - AND THEY ALL SEEM TO BE IN FRONT OF YOU IN THE QUEUE...

LINE FOR
1¢
RESTAURANT
DONATIONS INVITED
HELP FEED THE HUNGRY!


THE QUEUE DEPRESSES YOU.
LOSE 1 MIND POINT.



43 WHEN YOU FINALLY GET YOUR ONE CENT DINNER, IT LEAVES YOU EMPTY INSIDE...
LOSE 1 PHYSICAL POINT...

...AND LIGHT-HEADED FROM HUNGER.
LOSE 1 MIND POINT (AND 1 CENT FOR THE MEAL).

DO YOU STILL WANT TO STAY AT... THE **FLOPHOUSE**? GO TO 55;
OR A **HOOVERVILLE**? GO TO 60; OR WILL YOU BLOW YOUR MONEY
AND CHEER YOURSELF UP WITH A FABULOUS NIGHT AT THE **WALDORF**? GO TO 44.



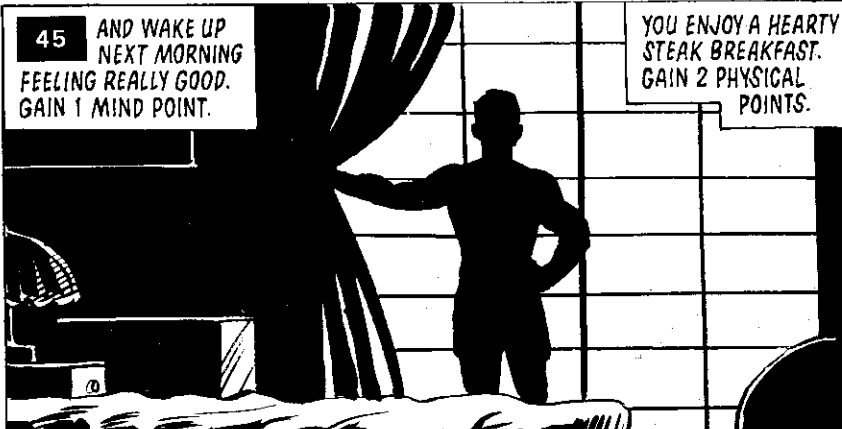
44 YOU SPEND AN ENJOYABLE EVENING AT THE WALDORF WITH A FRIEND...



45 AND WAKE UP NEXT MORNING FEELING REALLY GOOD.
GAIN 1 MIND POINT.


YOU ENJOY A HEARTY STEAK BREAKFAST.
GAIN 2 PHYSICAL POINTS.

IF YOU CONTROL **THE WEB**, YOU SNEAK OUT WITHOUT PAYING. OTHERWISE, DEDUCT \$25. GO TO 93.



46 IF YOU WERE PUT ON TRIAL OR SEARCHED THE DEAD MAN'S BODY, GO TO 30.

OTHERWISE, GO TO 22.



47

YOU'RE ABOUT TO PHONE
THEM, WHEN...

TALK OF THE
DEVIL...

VAAAAA
-VAAAAA

WILL YOU...
TELL THE POLICE WHAT
HAPPENED? GO TO 48.
OR MAKE A RUN FOR
IT? GO TO 1.

48

RAISE 'EM!

THEY'RE
RAISED.

49

EXPLANATIONS
DOWN TOWN?

THAT'S RIGHT,
WISE GUY.

50

YOU'RE BUNDLED
INTO A CAR.

YOU WORK OUT YOUR STORY...
WILL YOU TELL THE POLICE...
YOU FOUND THE BODY AND
KNOW NOTHING ELSE?

GO TO 33.

OR THAT ASTRAGAL WAS
RESPONSIBLE? GO TO 13.

51

THE JUDGE SUMS UP
FOR THE JURY...

THE PRISONER HAS
MAINTAINED HIS
INNOCENCE THROUGH-
OUT THIS TRIAL, YET
HIS OWN ACTIONS
SUGGEST
OTHERWISE...

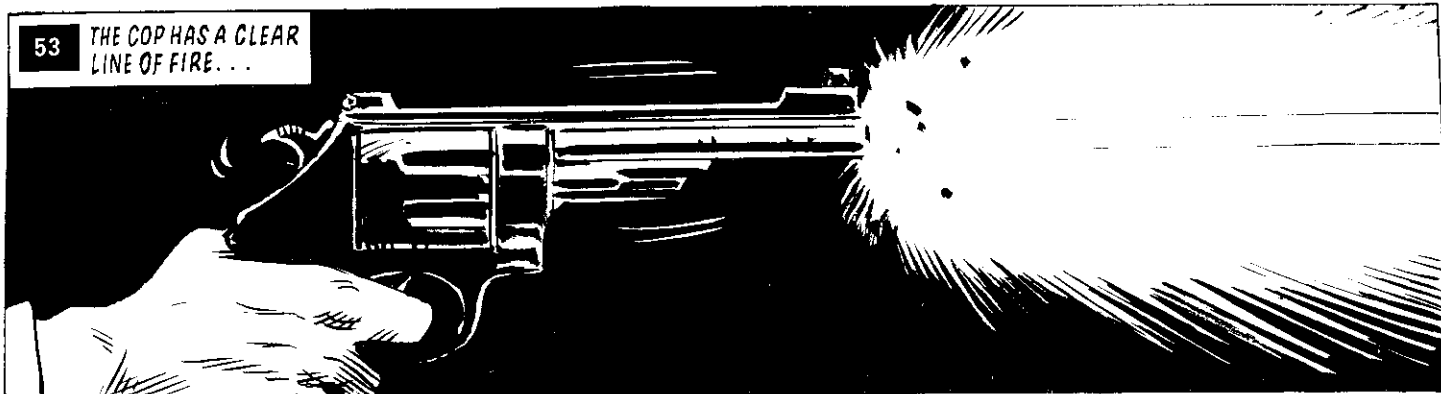
GO TO 39.

52

THE COP FIRES WIDE AND
YOU KEEP ON RUNNING.

GO TO 41.

53 THE COP HAS A CLEAR
LINE OF FIRE...

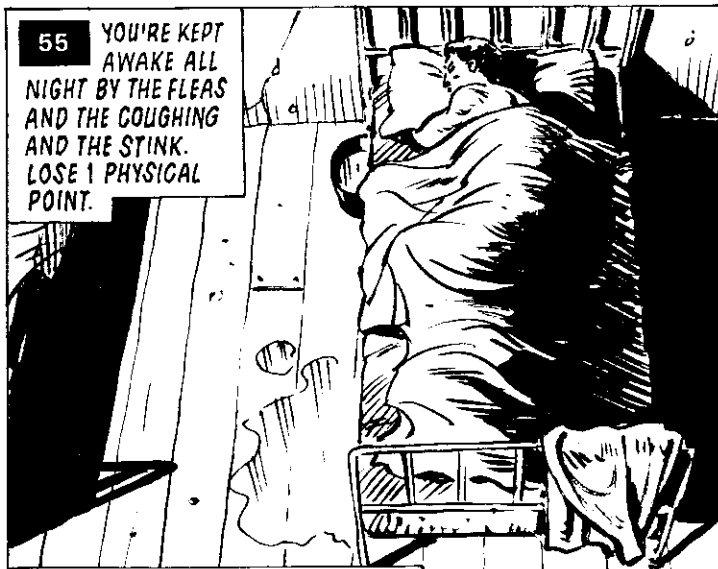


54 YOU'RE
GUNNED DOWN.
PHYSICAL DAMAGE:
2 DICE, EXCEPT FOR
WEB & FIST: 1 DIE.



YOU'RE RUSHED TO HOSPITAL. AFTER SURGERY AND A BRIEF PERIOD
OF CONVALESCENCE YOU'RE TAKEN TO THE POLICE PRECINCT. GO TO 33.

55 YOU'RE KEPT
AWAKE ALL
NIGHT BY THE FLEAS
AND THE COUGHING
AND THE STINK.
LOSE 1 PHYSICAL
POINT.



THE FLOPHOUSE DEPRESSES YOU.
DEDUCT 1 MIND POINT AND 30 CENTS.

GO TO 93.

56 BEFORE YOU
CAN DO IT...

SO LONG,
SUCKER!



IF YOU HAVE A BULLET-PROOF VEST, GO TO 64.
OTHERWISE, THE BULLET BLOWS A NEAT
HOLE IN YOUR HEART. **THE END.**

57 YOU SLUG SPATS AND HEAD
FOR LADY DIE'S HIDEOUT.



YOU'RE FEELING REALLY SCREWED UP.
WHAT WILL YOU THINK ABOUT ON THE
WAY?
THE WEATHER? GO TO 100.
OR WHAT YOU'RE GOING TO DO TO
LADY DIE WHEN YOU GET HOLD OF HER?
GO TO 116.
OR YOUR NEXT SQUARE MEAL? GO TO 74.

58

THE JURY FINDS YOU 'NOT
GUILTY' AND YOU'RE FREE
TO GO.

BUT THE TRIAL HAS STILL
BEEN A TERRIBLE ORDEAL
FOR YOU - PHYSICALLY AND
MENTALLY. YOUR PHYSICAL
RATING REMAINS THE SAME,
BUT DEDUCT...

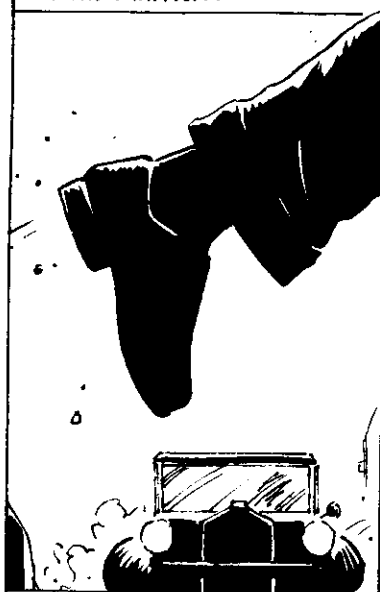
MIND DAMAGE: 1 DIE.

ALSO DEDUCT \$15 TOWARDS
THE COST OF THE TRIAL.
(YOU LEAVE PRISON WITH
ANY BULLETS REMOVED).

NOW GO TO 46.

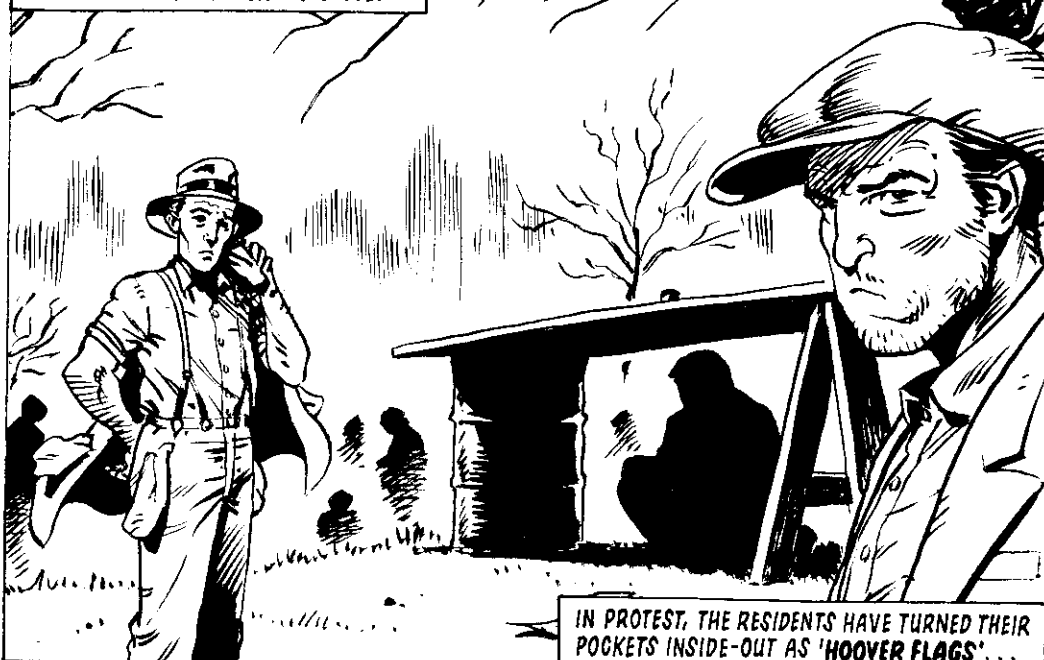


59 THE COP STOPS FIRING AS YOU LEAP OUT IN FRONT OF THE TRAFFIC...



IF YOU CONTROL THE FIST, GO TO 27. OTHERWISE, GO TO 12.

60 THE HOOVERVILLES ARE NAMED AFTER EX-PRESIDENT HOOVER, WHO CARED SO LITTLE FOR THE JOBLESS.



IN PROTEST, THE RESIDENTS HAVE TURNED THEIR POCKETS INSIDE-OUT AS 'HOOVER FLAGS'...

61 DON'T CALL THEM VAGRANTS. CALL THEM VICTIMS.

PUT OUT THE FLAGS, MISTER.



WILL YOU TURN OUT YOUR POCKETS? GO TO 71; OR CHANGE YOUR MIND AND STAY AT THE FLOPHOUSE? GO TO 55; OR THE WALDORF? GO TO 44.

62 HE DROPS THE GUN AND KICKS IT OVER.

SMART.

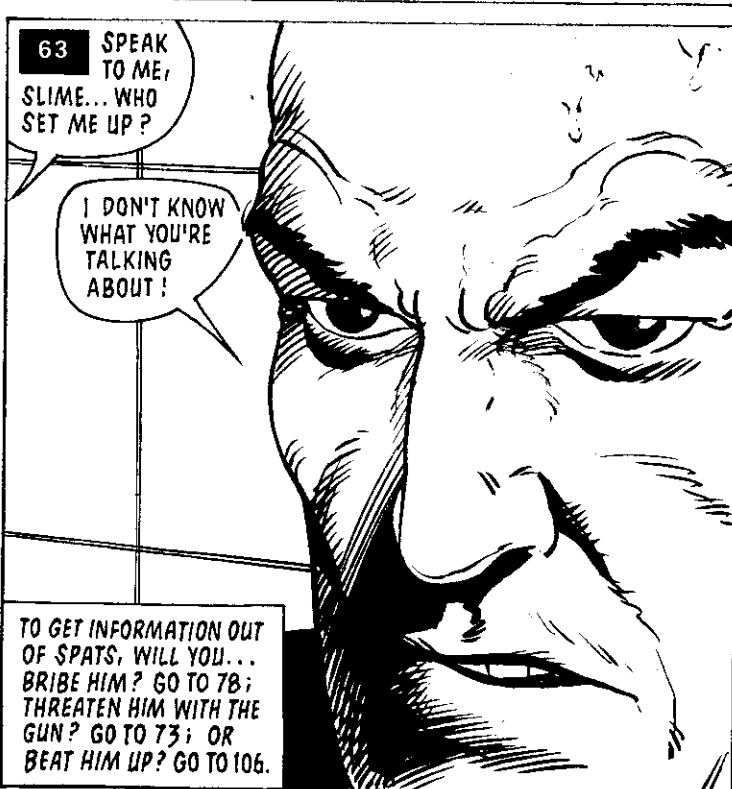


MAKE A NOTE OF IT ON YOUR SCORE SHEET.

63 SPEAK TO ME, SLIME... WHO SET ME UP?

I DON'T KNOW WHAT YOU'RE TALKING ABOUT!

TO GET INFORMATION OUT OF SPATS, WILL YOU... BRIBE HIM? GO TO 78; THREATEN HIM WITH THE GUN? GO TO 73; OR BEAT HIM UP? GO TO 106.



64

YOU OPEN FIRE - BLOWING THE BACK OF SPATS' HEAD OFF. BUT NOW YOU NO LONGER HAVE A LEAD TO THE TRUTH.

YOU ASK AROUND - BUT EVERYONE IS TOO FRIGHTENED TO TALK.

IN DESPAIR, YOU TAKE THE FIRST TRAIN OUT OF TOWN AND WIND UP IN GEORGIA, WHERE YOU BEGIN A NEW LIFE AS A PEANUT FARMER.

THE END.



65 THE JURY FIND YOU GUILTY...

YOU ARE A SICK AND VICIOUS KILLER. SOCIETY HAS THE RIGHT TO PROTECT ITSELF FROM CREATURES SUCH AS YOU. UNDER THE AUTHORITY INVESTED IN ME BY THE STATE OF NEW YORK, I SENTENCE YOU TO DEATH.



66 SOON...THEY'VE SLIT YOUR TROUSERS AND SHAVED YOUR HAIR...

IT'S TIME, MY SON.



67 YOU PASS THROUGH DEATH ROW...

SHOW 'EM YOU AIN'T SCARED, RICK!

WAY TO GO, KID!



IF YOU CONTROL ASTRAGAL OR LIGHTNING, YOU REALISE YOU DON'T CONTROL THEM ANY MORE.

68

BE BRAVE, MY SON.



69 AS THE GUARDS STRAP YOU IN, YOU WAIT ANXIOUSLY FOR SOMETHING TO HAPPEN...SOME LAST MINUTE - LAST SECOND - WAY OUT...



70 BUT THERE IS NONE.



THE END.

71 THEY SEE YOUR MONEY...

NEED IT. THINGS TO DO.

SURE.

72 YOU HAVE A BAD NIGHT'S SLEEP. LOSE 1 PHYSICAL AND 1 MIND POINT.

NEXT MORNING... \$7 HAS GONE - RENT FOR THE PRIVILEGE OF SLUMMING IT. DEDUCT IT FROM YOUR WALLET. (KEY: NO MONEY MISSING). NOW GO TO 93.

73 THIS HELP YOUR MEMORY?

YEAH... WHY NOT? IT'S NOT GOING TO MAKE ANY DIFFERENCE...

GO TO 119.

74 A MEAL... YOU REMEMBER ASTRAGAL EATING THAT BODY IN YOUR APARTMENT...

MIND DAMAGE: 1 DIE. GO TO 79.

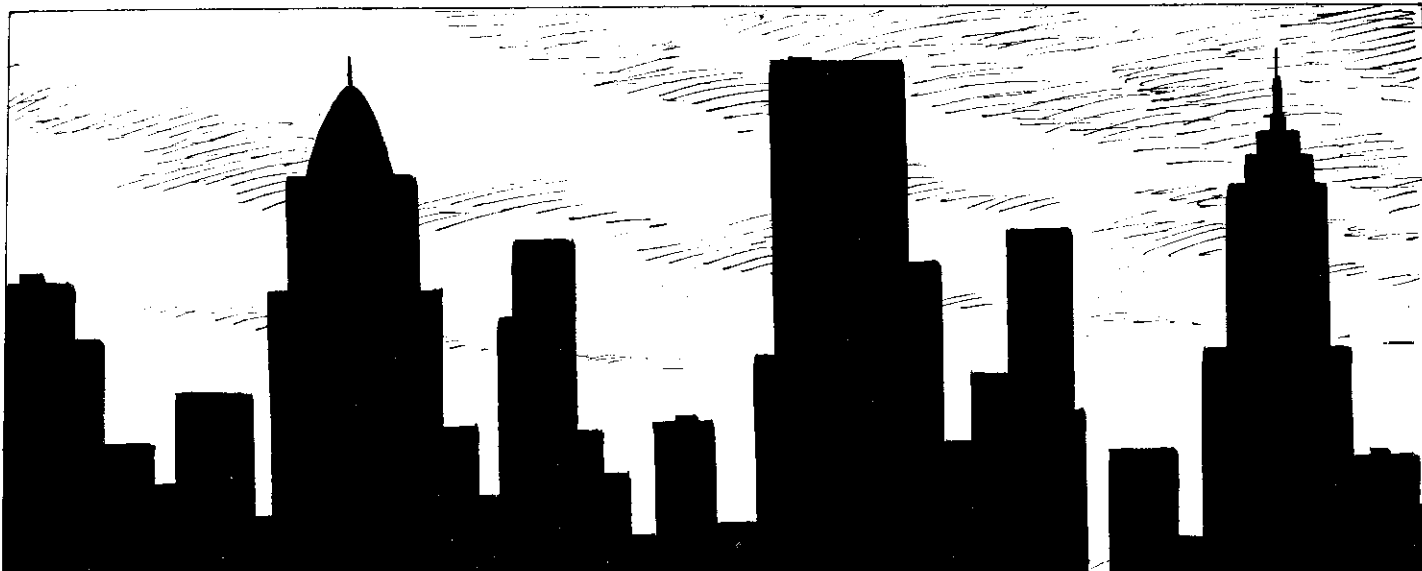
75

YOU LEAVE THE ELEVATOR AND FIND YOURSELF IN A BOTTLE STORE...

PROHIBITION ENDED RECENTLY AND THE ROTGUT WHISKY IS BEING PUT TO A NEW USE...

76 YOU SEE THE 'CENTRAL HEATING' SYSTEM SENDING LIQUOR THROUGH RADIATOR PIPES TO LADY DIE'S SPEAKEASY IN THE SAME BLOCK...

IF YOU BEAT UP SPATS EARLIER, GO TO 104. IF YOU DID NOT, GO TO 8.



77

IF YOU...OPENED FIRE ON SPATS, GO TO 64. WARNED SPATS IF HE DIDN'T DROP THE GUN HE WAS HIDING RIGHT NOW, YOU'D BLOW HIS GREASY HEAD OFF (OR WORDS TO THAT EFFECT), GO TO 62. DECIDED TO DO SOMETHING ELSE, GO TO 56.

78

IF YOU CAN AFFORD TO GIVE SPATS \$25 (IF YOU CONTROL THE KEY, \$15), HE WILL TELL ALL. GO TO 119. OTHERWISE YOU WILL HAVE TO THREATEN HIM WITH A GUN - GO TO 73; OR BEAT HIM UP - GO TO 106.

79

IF YOUR MIND POWER IS 6 OR LESS, GO TO 19. OTHERWISE, GO TO 117.

80

YOU CHECK THE POSTER, BUT FIND NO DOOR. RETURN TO 118 AND MAKE ANOTHER CHOICE.

81

YOU UNLOCK THE DOORS AND ENTER, FINDING YOURSELF IN A LARGE ELEVATOR...GO TO 103.

82

NOTHING HAPPENS. GO BACK TO 103 AND SELECT ANOTHER BUTTON.

83

YOU OPEN FIRE, BUT A HAND GUN IS NO MATCH FOR THE GANGSTERS WHO DRAW SUB-MACHINE GUNS FROM BEHIND THEIR BANDSTANDS. YOU ARE MOWN DOWN, AND NOT EVEN A BULLET-PROOF VEST CAN SAVE YOU FROM A BULLET IN THE HEAD. *THE END.*

84

YOU CHECK THE WALL, BUT FIND NO DOOR. IF YOU CONTROL THE 'KEY' POWER ON THE DICE, GO TO 101. OTHERWISE, GO TO 7

85

IF YOU HAVE A HAND GRENADE LEFT, GO TO 128. OTHERWISE, NO WEAPON WILL WITHSTAND THE DEMON. WITH HIDEOUS LEERS ON HIS THREE FACES, HE DEVOURS YOU WHILE YOU'RE STILL ALIVE.

86

IF YOU'VE ALREADY BLASTED THE BAND, YOU GRAB THE BOOK. GO TO 4. IF YOU HAVE NOT DEALT WITH THE BAND, AND HAVE A SUB-MACHINE GUN OR GRENADE LEFT, DECIDE WHICH YOU'RE GOING TO USE AND GO TO 91. IF YOU HAVE NOT DEALT WITH THE BAND AND HAVE A HAND GUN, GO TO 83.

87

YOU CHECK THE WALL, BUT FIND NO DOOR. IF YOU CONTROL THE 'KEY' POWER ON THE DICE, GO TO 101. OTHERWISE, GO TO 7.

88

SPATS IS TERRIFIED OF YOU, AND YOU FORCE MORE INFORMATION OUT OF HIM...HE TELLS YOU THAT THE LIFT IN LADY DIE'S HIDE-OUT IS BOOBY-TRAPPED. YOU MUST NOT PRESS THE GREEN BUTTON. GO TO 57.

89

YOU BLAST THE GANGSTERS IN THE BAND, CATCHING THEM BY SURPRISE...KILLING OR SERIOUSLY WOUNDING THEM (IF YOU USED A GRENADE, DEDUCT IT FROM YOUR SCORE SHEET). LADY DIE SNARLS AN ORDER TO ASTRAGAL...GO TO 149.

90

YOU USE YOUR WEAPON TO BLOW THE LOCK AND ENTER...FINDING YOURSELF IN A LARGE ELEVATOR. GO TO 103.

91

YOU BLAST THE GANGSTERS IN THE BAND - KILLING OR SERIOUSLY WOUNDING THEM (IF YOU USED A GRENADE, DEDUCT IT FROM YOUR SCORE SHEET). THEN YOU GRAB THE BOOK. GO TO 4.

92

YOU PULL THE PICTURE HOOK DOWN. GO TO 152.

93 YOU GO TO AN ARMS DEALER - VITO MARCELLO...



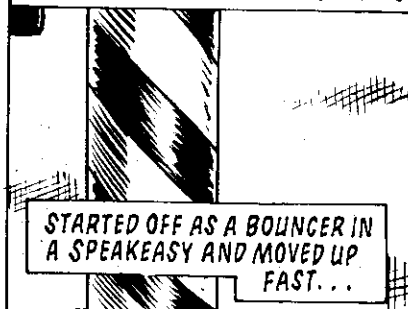
HE'S MAFIA AND HE'S BAD NEWS, BUT YOU NEED FIREPOWER.

94 BUY THE ITEMS YOU THINK YOU MAY NEED; DEDUCT COST FROM YOUR WALLET (IF YOU CONTROL THE KEY: 25% DISCOUNT). IF YOU BUY THE SUB-MACHINE GUN, YOU HIDE IT UNDER YOUR COAT.

BANNERMAN
COLT AUTOMATIC \$20
BULLET-PROOF VEST \$25
THOMSON
SUB-MACHINE GUN \$60
HAND GRENADES
(UP TO 10) \$5 EACH

NOTE: MR MARCELLO DOES NOT TAKE CHEQUES OR IOUs... (DON'T EVEN THINK OF TAKING THE WEAPONS WITHOUT PAYING FOR THEM). PRICES INCLUDE AMMUNITION.

95 YOU KNOW WHERE TO FIND ANOTHER MEMBER OF THE ZIEGLER GANG... 'SPATS' PALLADINO.



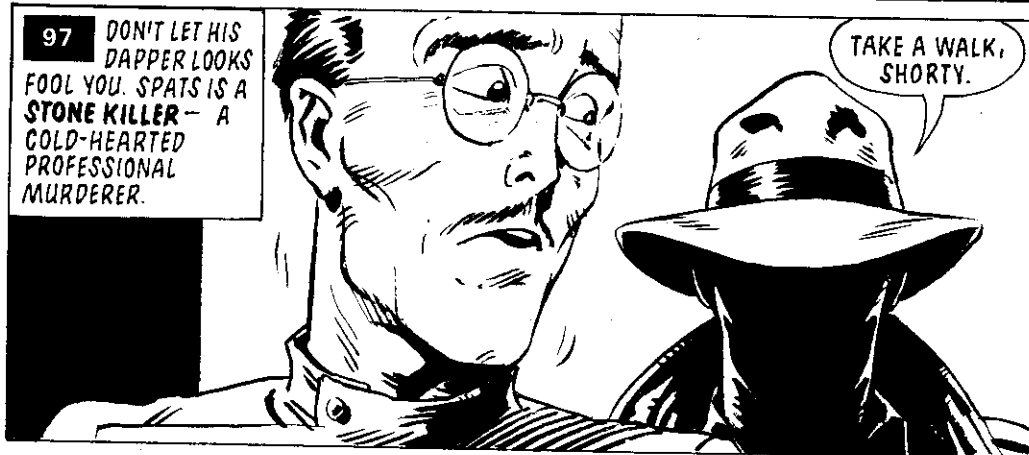
STARTED OFF AS A BOUNCER IN A SPEAKEASY AND MOVED UP FAST...

96 NO ONE KNEW MUCH ABOUT HIM... BUT THERE WERE A LOT OF RUMOURS.



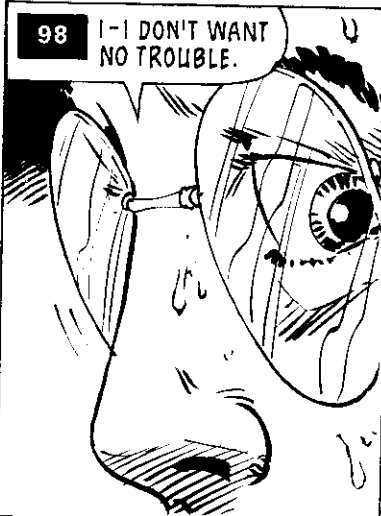
THE TRUTH WAS WORSE.

97 DON'T LET HIS DAPPER LOOKS FOOL YOU. SPATS IS A STONE KILLER - A COLD-HEARTED PROFESSIONAL MURDERER.



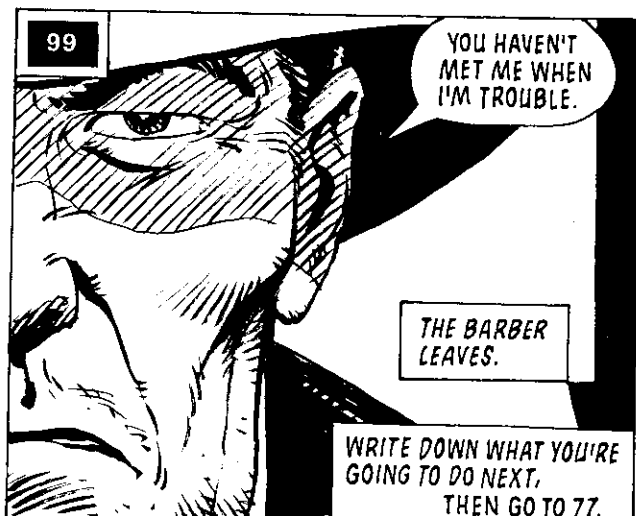
TAKE A WALK, SHORTY.

98 I-I DON'T WANT NO TROUBLE.



99

YOU HAVEN'T MET ME WHEN I'M TROUBLE.



THE BARBER LEAVES.

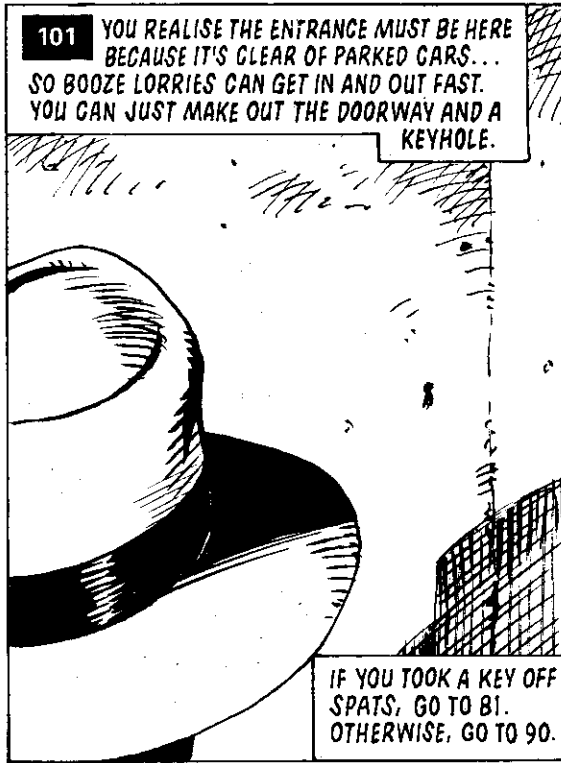
WRITE DOWN WHAT YOU'RE GOING TO DO NEXT, THEN GO TO 77.

100 CLOUDS ARE STARTING TO BREAK... SUN SHOULD COME OUT SOON...



IT TAKES YOUR MIND OFF THINGS. HAVE A NICE DAY. GO TO 79.

101 YOU REALISE THE ENTRANCE MUST BE HERE BECAUSE IT'S CLEAR OF PARKED CARS... SO BOOZE LORRIES CAN GET IN AND OUT FAST. YOU CAN JUST MAKE OUT THE DOORWAY AND A KEYHOLE.

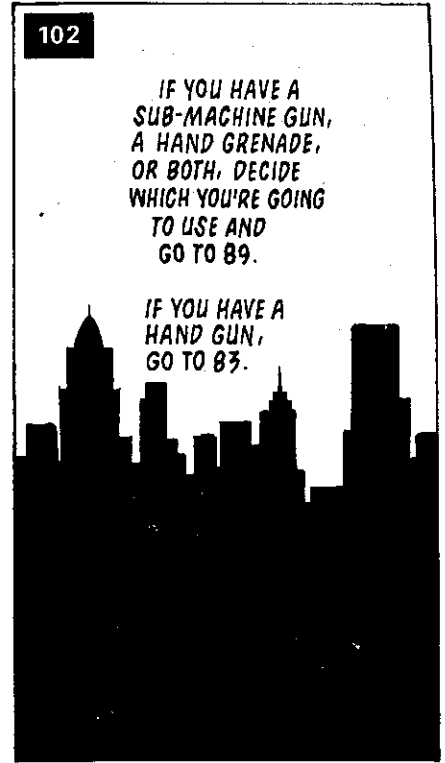


IF YOU TOOK A KEY OFF SPATS, GO TO 81. OTHERWISE, GO TO 90.

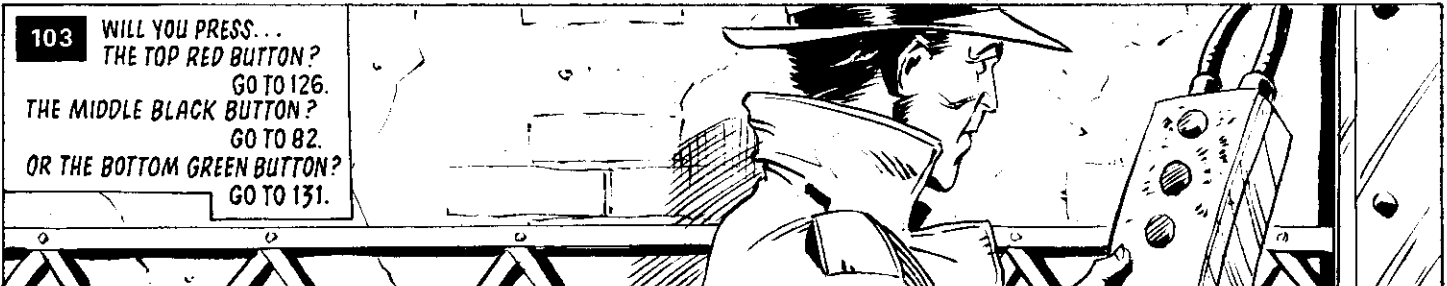
102

IF YOU HAVE A SUB-MACHINE GUN, A HAND GRENADE, OR BOTH, DECIDE WHICH YOU'RE GOING TO USE AND GO TO 89.

IF YOU HAVE A HAND GUN, GO TO 83.

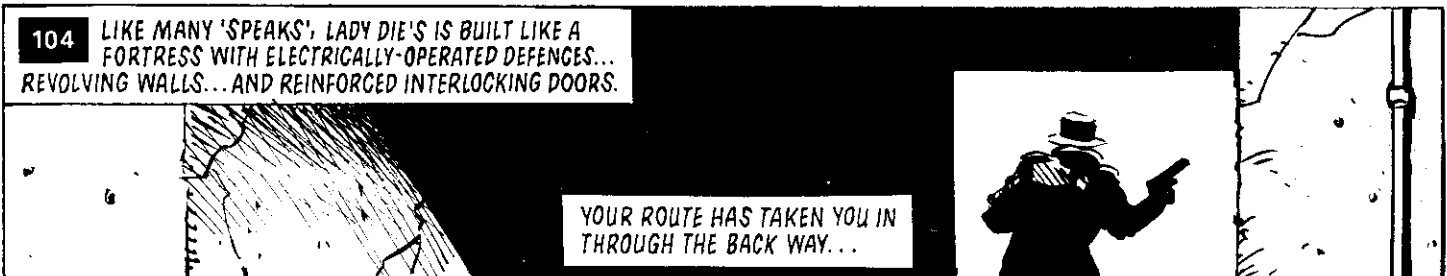


103 WILL YOU PRESS... THE TOP RED BUTTON? GO TO 126. THE MIDDLE BLACK BUTTON? GO TO 82. OR THE BOTTOM GREEN BUTTON? GO TO 131.



104 LIKE MANY 'SPEAKS', LADY DIE'S IS BUILT LIKE A FORTRESS WITH ELECTRICALLY-OPERATED DEFENCES... REVOLVING WALLS... AND REINFORCED INTERLOCKING DOORS.

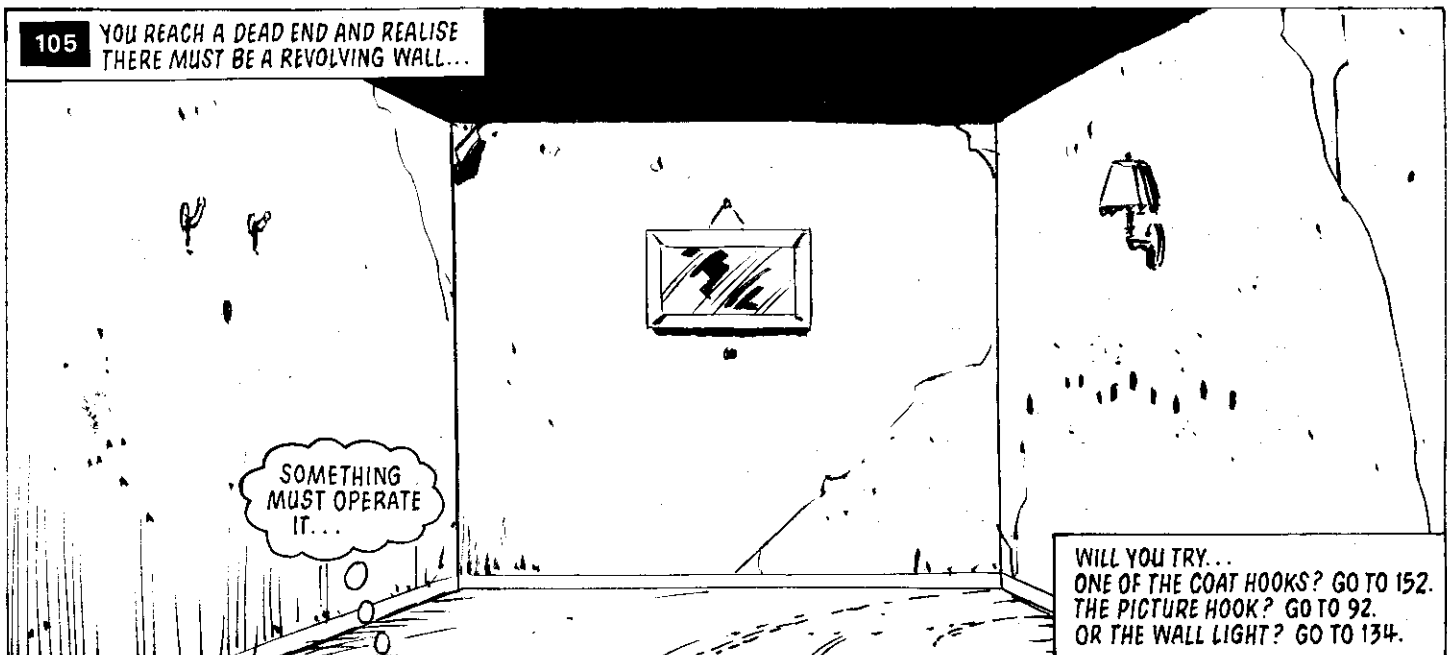
YOUR ROUTE HAS TAKEN YOU IN THROUGH THE BACK WAY...



105 YOU REACH A DEAD END AND REALISE THERE MUST BE A REVOLVING WALL...

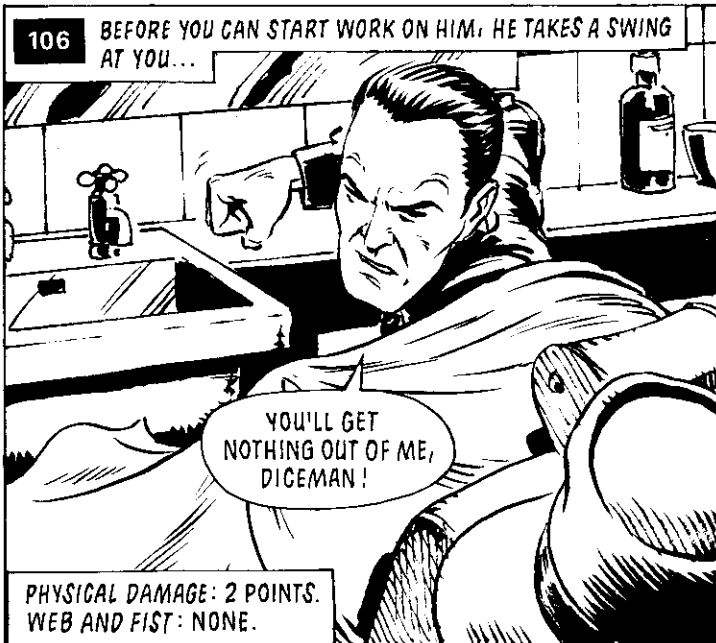
SOMETHING MUST OPERATE IT...

WILL YOU TRY... ONE OF THE COAT HOOKS? GO TO 152. THE PICTURE HOOK? GO TO 92. OR THE WALL LIGHT? GO TO 134.



106

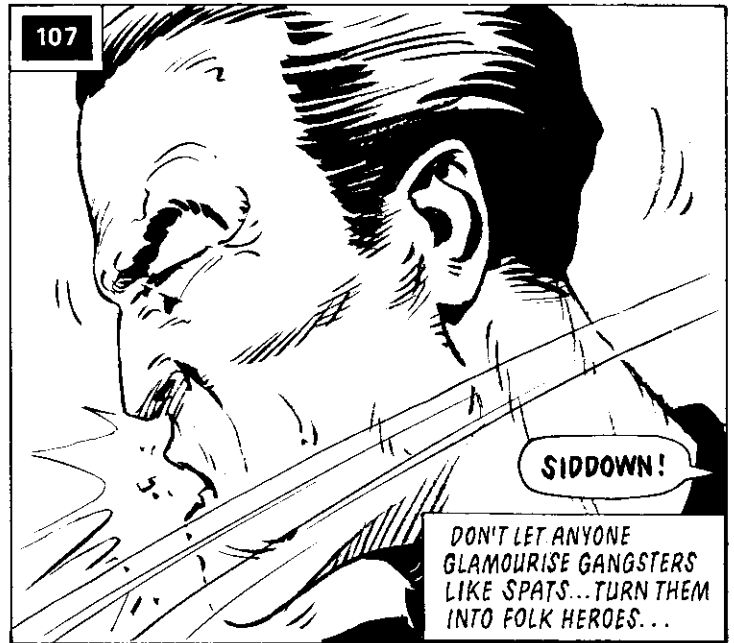
BEFORE YOU CAN START WORK ON HIM, HE TAKES A SWING AT YOU...



YOU'LL GET NOTHING OUT OF ME, DICEMAN!

PHYSICAL DAMAGE: 2 POINTS.
WEB AND FIST: NONE.

107



SIDDOWN!

DON'T LET ANYONE GLAMOURISE GANGSTERS LIKE SPATS...TURN THEM INTO FOLK HEROES...

108

THESE AREN'T VICTIMS OF THE DEPRESSION WHO'VE RELUCTANTLY TURNED TO CRIME. THEY'RE...



SCUM!

109

... PROFESSIONAL CRIMINALS WHO BRING THEIR MOTHERS FLOWERS AND GO TO CHURCH ON SUNDAY...



SCUM!

110

... AND KILL AND MAIM AND BLIND KIDS WITH ROTGUT BOOZE THE REST OF THE WEEK.

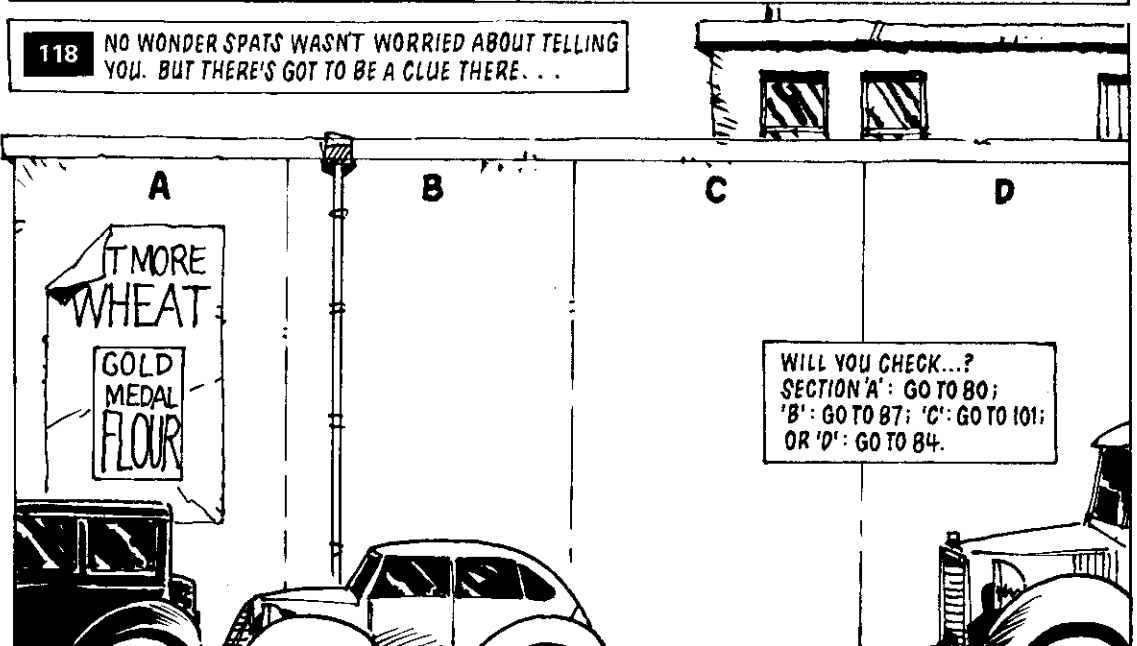
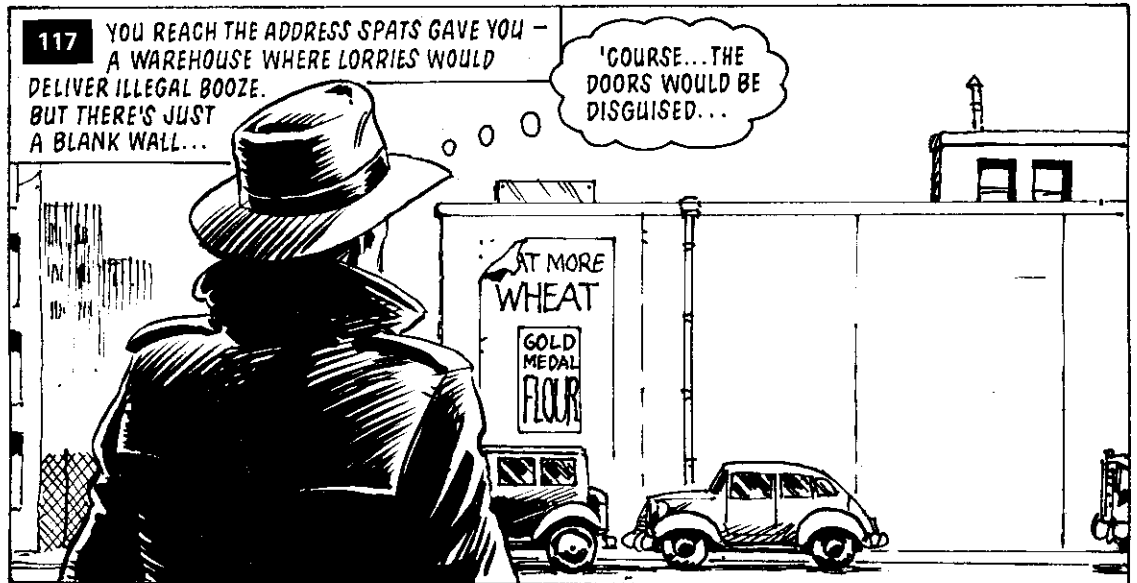
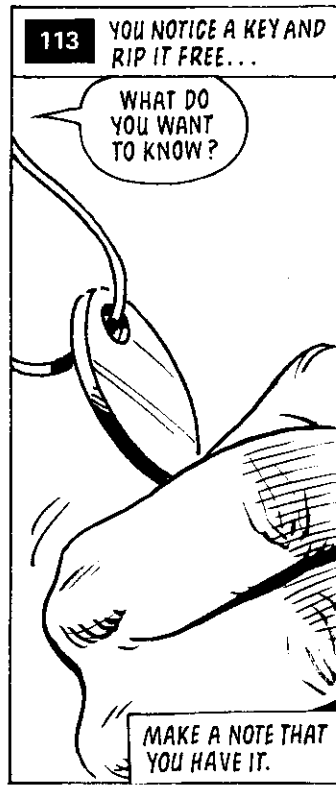


111

SCUM!



GO TO 112.



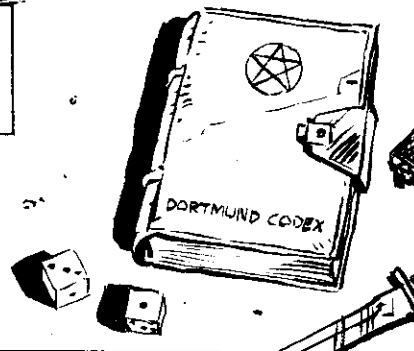
119 SPATS TELLS YOU HOW - BEFORE HE'D BECOME A MOBSTER - **DUTCH ZIEGLER** WAS A DOUGHBOY, A SOLDIER IN THE GREAT WAR...

HE'D RECENTLY DIED AND HIS WIDOW - KNOWN AS **LADY DIE** - HAD TAKEN OVER HIS GANG.



120 SHE'D GONE THROUGH HER HUSBAND'S PERSONAL EFFECTS AND FOUND HIS OLD KIT BAG FROM THE WAR.

INSIDE WAS AN ANCIENT BOOK ENTITLED '**THE DORTMUND CODEX**' AND TWO STONE DICE...



121 SHE REMEMBERED DUTCH SAYING HE'D TAKEN THEM AS SOUVENIRS OFF A DEAD GERMAN OFFICER.

CURIOUS, SHE'D HAD THE BOOK TRANSLATED AND REALISED IT WAS AN **INSTRUCTION MANUAL** ON HOW TO USE THE DICE...

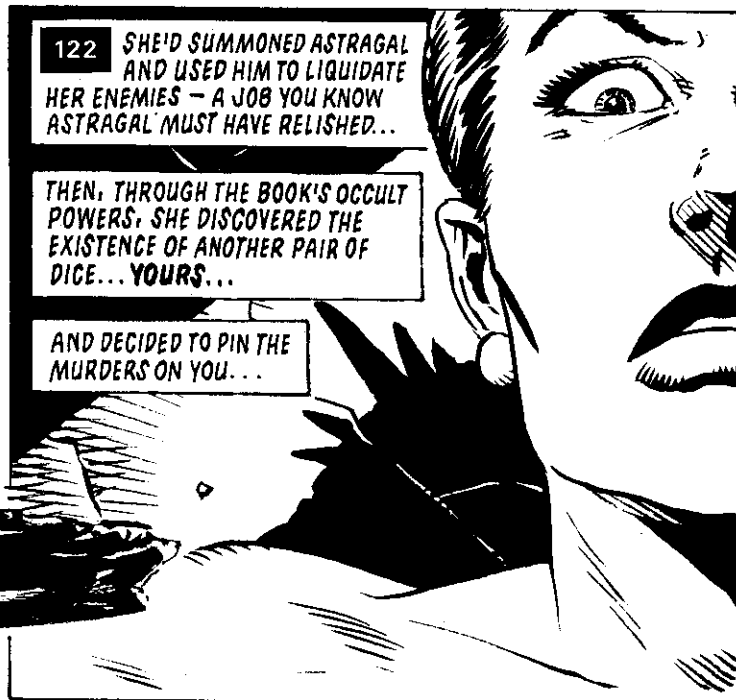
THE CORRECT COMBINATIONS SUMMONED DEMONS FROM THE INNER WORLD.



122 SHE'D SUMMONED ASTRAGAL AND USED HIM TO LIQUIDATE HER ENEMIES - A JOB YOU KNOW ASTRAGAL MUST HAVE RELISHED...

THEN, THROUGH THE BOOK'S OCCULT POWERS, SHE DISCOVERED THE EXISTENCE OF ANOTHER PAIR OF DICE... **YOURS**...

AND DECIDED TO PIN THE MURDERS ON YOU...



123 ... BY LEAVING THE BODY OF 'TRIGGER' LEVINE IN YOUR APARTMENT - ONE OF HER ENFORCERS WHO'D STEPPED OUT OF LINE.



SHE SOUNDS LIKE QUITE A LADY...

GO TO 124.

124 BUT WITH THIS BOOK—THIS 'DEVILS DIRECTORY'—YOU COULD BE MASTER OF THE DICE OF DESTINY! YOU COULD HAVE ULTIMATE POWER!

I MUST HAVE IT!



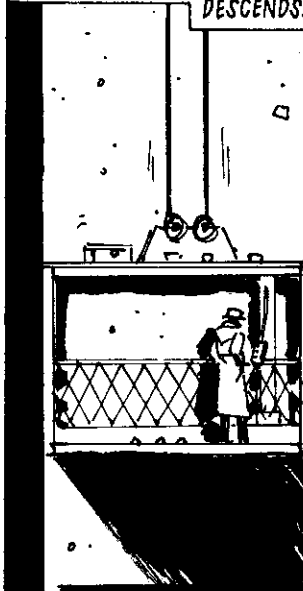
YOUR DESIRE BRINGS YOU CLOSER TO INSANITY... MIND DAMAGE: 1 DIE.

125 YOU CONSIDER KILLING THE GANGSTER, BUT DECIDE HE'S NOT WORTH FRYING FOR...



IF YOU BEAT HIM UP EARLIER, GO TO 88. OTHERWISE, GO TO 57.

126 WHEEZING AND CREAKING, THE LIFT DESCENDS.



SPATS HAS TOLD YOU TO STOP IT ONE FLOOR DOWN...

127 WILL YOU NOW PRESS THE MIDDLE BUTTON? GO TO 75. OR THE BOTTOM BUTTON? GO TO 131.



128 YOU MANAGE TO PULL THE PIN, AND...



129

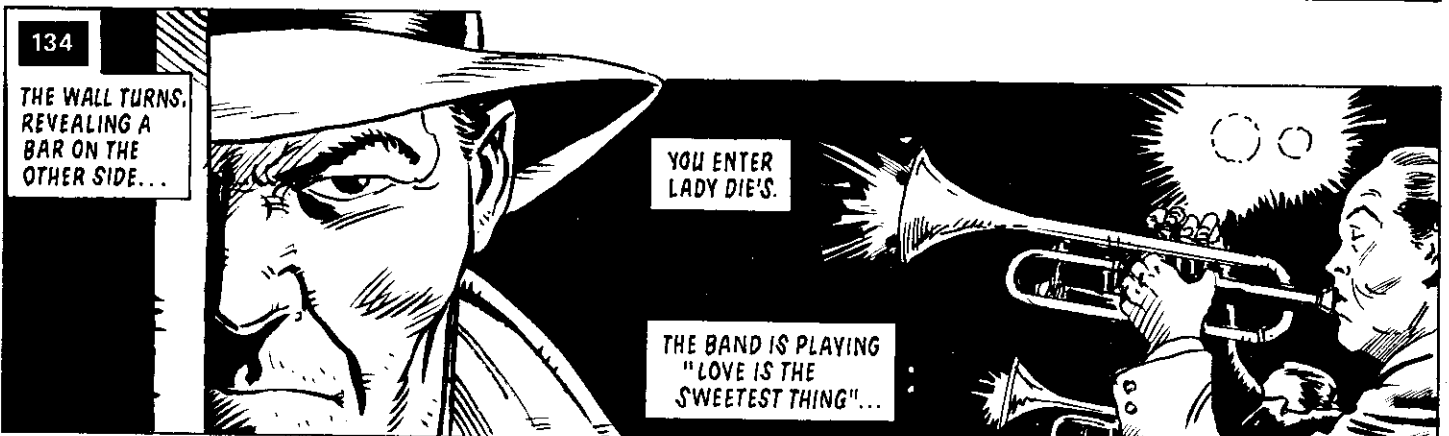
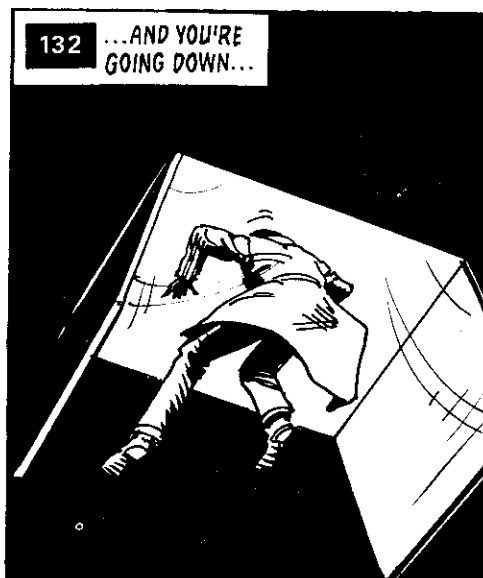


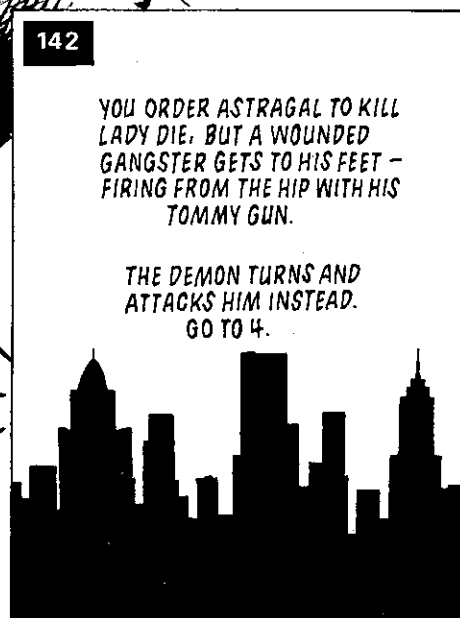
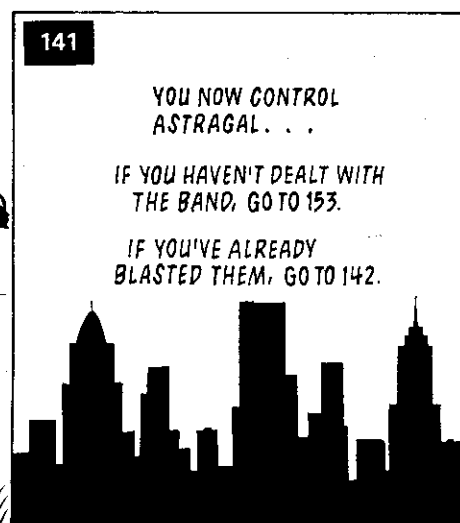
GULP!

130



FOR NOW, AT LEAST, IT'S THE END OF ASTRAGAL. GO TO 86.





IT'S TIME TO MAKE YOUR MOVE. WILL YOU...
GRAB SATIN AS HOSTAGE AND TELL LADY DIE TO HAND OVER THE BOOK? GO TO 143.
OR BLAST THE GANGSTERS WITH EVERYTHING YOU'VE GOT AND GRAB THE BOOK? GO TO 102.

143 TELL THE BAND TO PLAY IT AGAIN, MA'AM - WHILE YOU THROW ME THE BOOK!

WELL, WELL... MR FORTUNE...



144 I WAS WONDERING WHEN YOU'D ARRIVE. I ENJOYED WATCHING YOUR LITTLE GAMES WITH THE DICE.

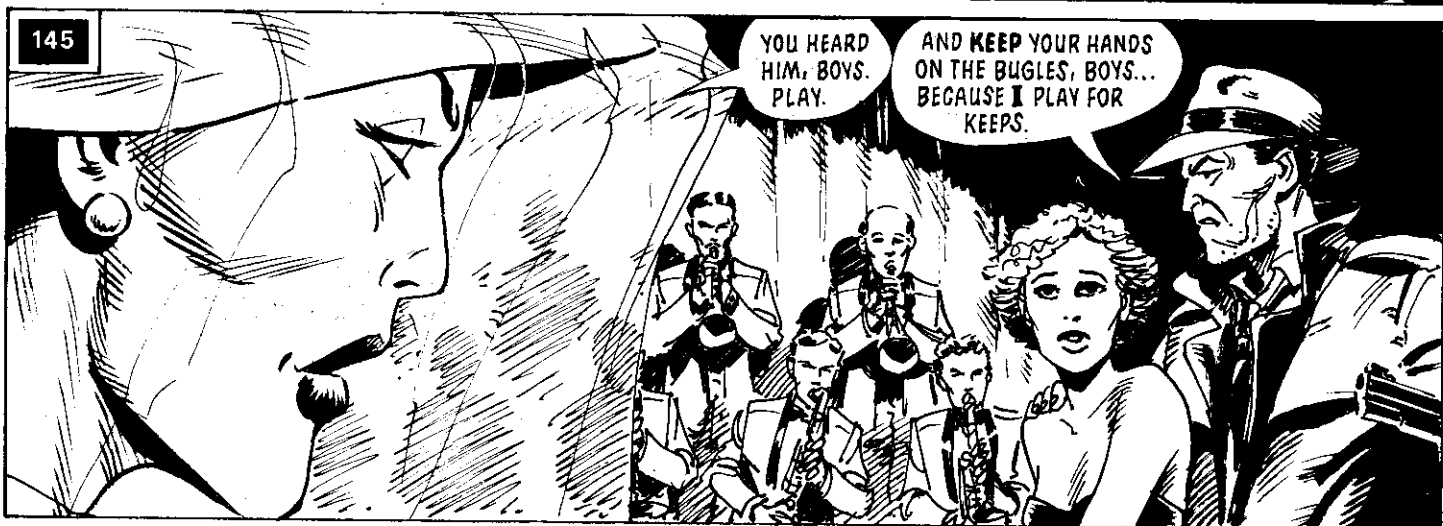
I SAID PLAY THE MUSIC, LADY - NOT PLAY FOR TIME!



145

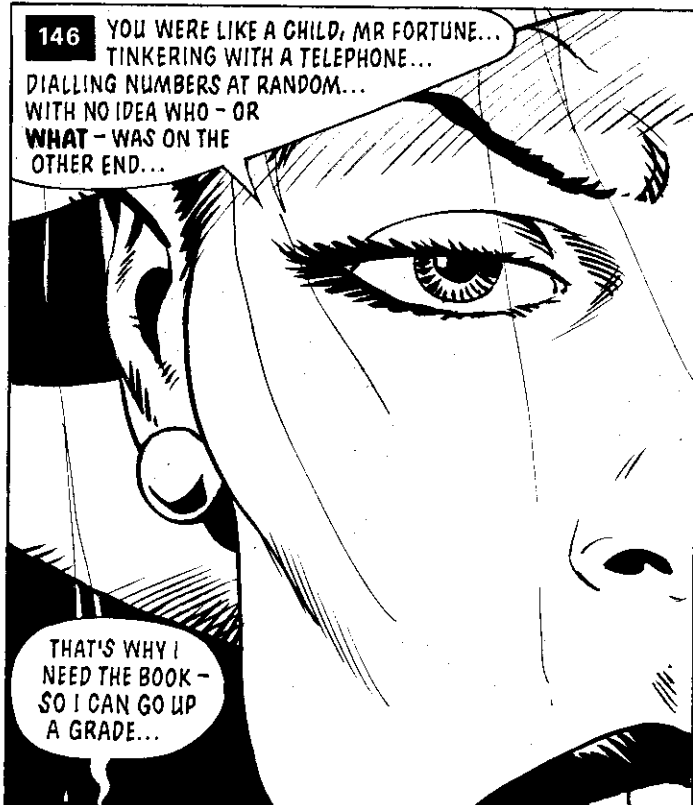
YOU HEARD HIM, BOYS. PLAY.

AND KEEP YOUR HANDS ON THE BUGLES, BOYS... BECAUSE I PLAY FOR KEEPS.



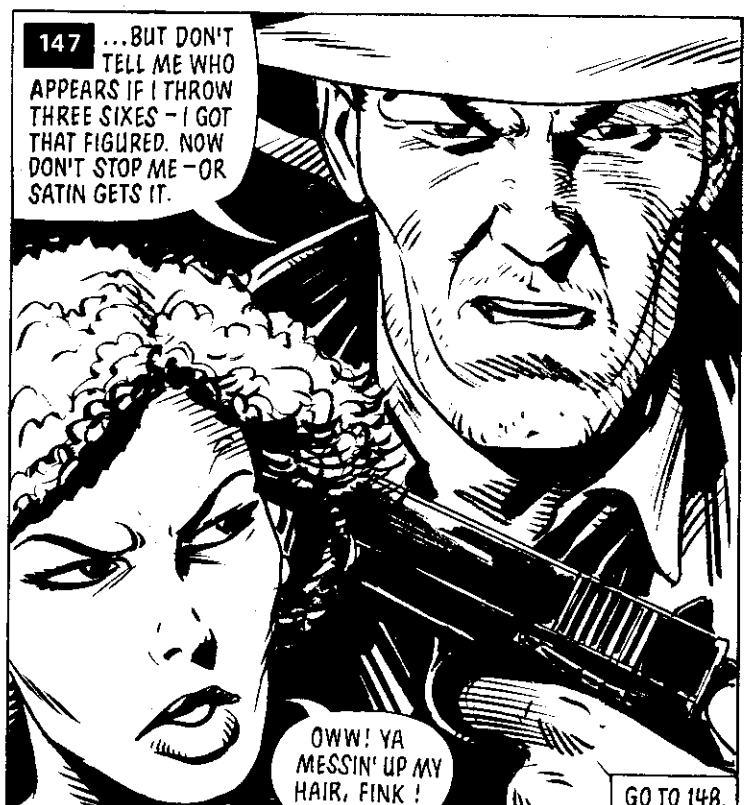
146 YOU WERE LIKE A CHILD, MR FORTUNE... TINKERING WITH A TELEPHONE... DIALLING NUMBERS AT RANDOM... WITH NO IDEA WHO - OR WHAT - WAS ON THE OTHER END...

THAT'S WHY I NEED THE BOOK - SO I CAN GO UP A GRADE...



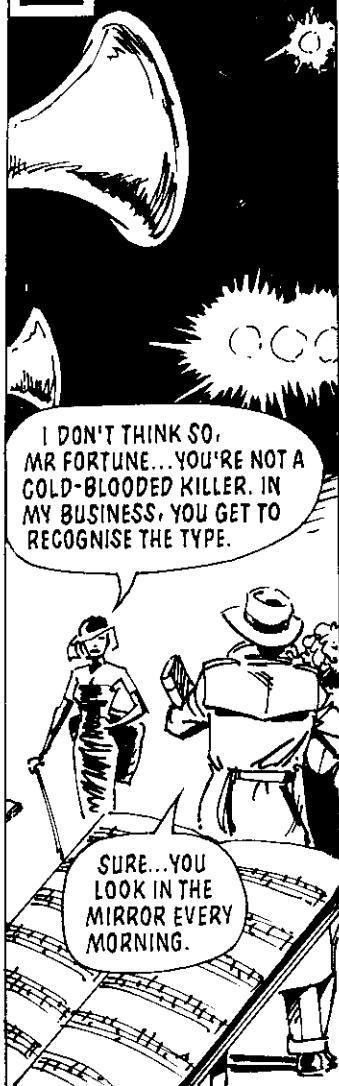
147 ... BUT DON'T TELL ME WHO APPEARS IF I THROW THREE SIXES - I GOT THAT FIGURED. NOW DON'T STOP ME - OR SATIN GETS IT.

OWW! YA MESSIN' UP MY HAIR, FINK!



GO TO 148.

148



149



150

BEFORE YOU CAN FIRE,
ASTRAGAL LEAPS ON YOU.

PHYSICAL DAMAGE: 1 DIE (EXCEPT FIST: NONE).
MIND DAMAGE: 1 DIE.



151

ASTRAGAL STARTS
TO EAT YOU.

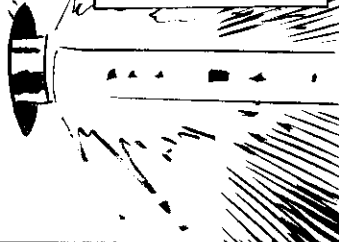
PHYSICAL DAMAGE: 1 DIE
(EXCEPT FIST: 2 POINTS).



152 IT OPERATES A HIDDEN MACHINE-GUN. IF YOU CONTROL **THE WEB**, IT MALFUNCTIONS... IF YOU HAVE A **BULLET-PROOF VEST** - NO DAMAGE...

AND YOU TRY AGAIN - GO BACK TO 105.

IF YOU HAVE NEITHER, YOU GET IT RIGHT IN THE HEART. **THE END.**



153

YOU GIVE ASTRAGAL A CONTRACT...

KILL HER, ASTRAGAL! KILL THAT — !



154

STOP HIM!



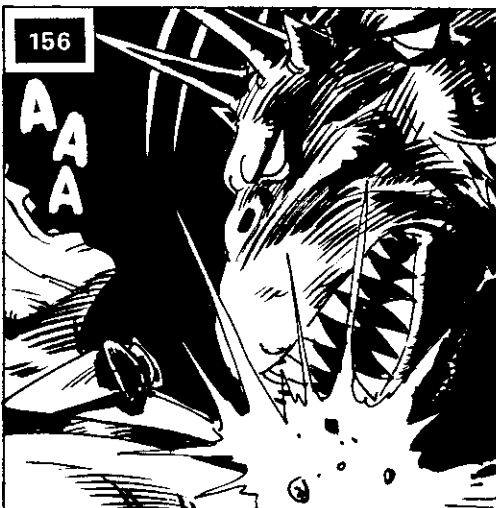
155

TATATATATATA



156

AAA

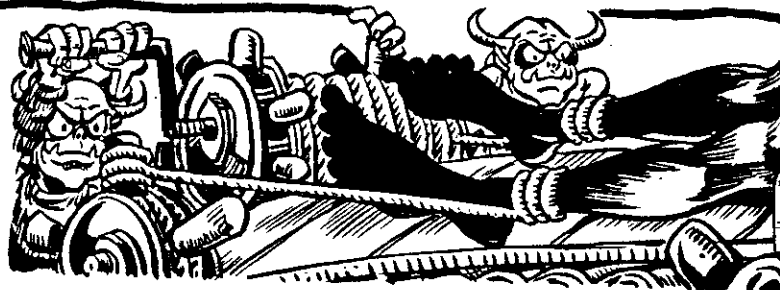


157 YOU GIVE ASTRAGAL A HAND FINISHING THEM OFF...



AFTERWARDS, AS HE ENJOYS THE 'FRUITS OF VICTORY', YOU LOOK AROUND FOR LADY DIE... GO TO 4.

DICEMAN



FR

PAT MILLS PUTS A PROMISING CAREER ON HOLD AND ATTEMPTS TO ANSWER THE ONLY LETTERS WE COULD FIND THAT WEREN'T A) OBSCENE F) SEMI-LITERATE C) CLEAR EVIDENCE OF DEEP-ROOTED TRAUMA

From M J Simpson, Costock:

Dear Mervyn,

Here are my views on **DICEMAN 3**: very good, your best yet. The idea of adding little snippets of text was a good one, but make sure you don't overdo it. I think one page (maybe two) of text per story is enough to enhance the plot without detracting from the artistic presentation. I found all the stories quite hard, which made up for the appallingly easy **ABC Warrior** last issue.

Rogue Trooper was very good, but the easiest of the three; excellent artwork and a logical thought-process behind the problems. My only criticism is that it was quite easy to anticipate some of the surprises. For instance, we were given so many opportunities to kill the thing in the sleeping bag that it was fairly obvious we shouldn't. **Diceman** took me ages. I just hope that Rick Fortune isn't going to turn into an Indiana Jones clone. Put him back in the big city and give him slightly less incredible opponents. What I would like to see is straight crime-busting action, with just a hint of fantasy to trip me up when I'm not expecting it.

However, my favourite was **Torquemada**. This was excellent—totally weird and rather unnerving. I was worried that the idea of picking up objects lying around in the pictures would be confusing, but the objects were nicely differentiated from the rest of the art, and the concept worked well. In future issues I would like to see a note of the maximum score possible, so we can find out how well we've done when we eventually manage to finish. Also, how about a story with a humorous concept—not silly, but with an unhinged logic behind it? I'm thinking of **Ace Trucking Co** here. The thing I liked least about **DICEMAN 3**? The front cover.

Thanks for a very interesting and analytical letter. The *Diceman* story this issue should allay your fears about Rick becoming an Indiana Jones clone. I see him based mainly in the city—but there are some classic 30's situations outside it as well (South America, Tibet, Antarctica etc.) which we shouldn't overlook. As for the maximum score possible, I estimate what this *might* be when working out the games, but our gametesters rarely reach it in practice—so I don't know if it would be really worth including.

From Ben Warrington, Ellesmere Port:

Dear Sir,

The **Torquemada** story in Issue 3 was wonderful; no danger of Hieronymus Bosch turning in his grave. The idea was inspired, to say the least, and Bryan Talbot is one of the few people who could have carried it off. One point: the evilness

of **Torquemada** is surely relative, as he is seen as protector/cleanser of the human race, although a little over-enthusiastic, I admit. Judge **Dredd** does much the same sort of work, and no one would ever accuse him of being evil.

I do see *Torquemada* as utterly and totally evil. He may have convinced himself and some of his people of the 'justice' of his cause—protecting humanity from the rest of the galaxy—but it is still completely bogus. This is made very clear in his adventures in 2000 AD, if not in **DICEMAN**. I know many readers admire the Judges, but I certainly wouldn't want them to admire *Torquemada* (other than as the villain you love to hate) and I try to ensure there's no doubt about this, no attempt to glamourise his utterly appalling actions. I think I can honestly say I go out of my way to show him as a cunning, merciless, fanatical, but ultimately ludicrous tinpot dictator. Instead of pursuing racist policies towards a portion of the human race,





he's bigoted against the entire galaxy, who have fought back simply in self-defence. Even by human standards this must make him the ultimate criminal.

From Simon Kind, Harrogate:

Dear Sir/Madam/Sentient Being,
Congratulations on DICEMAN 3,
very good. Rating the stories out of
10 I'd give:

Diceman 9...excellent
Gothic Horror
Torquemada . 8...totally
imaginative
Rogue 5...a rather
unimaginative
'quest' type game

And stop putting in sections with
Left or Right paths/passages, where
one of them continues the adventure
and the other immediately kills
you - it's a pathetic way to make the
games 'harder'.

I take your point about left and right paths. To begin with, I think I was rather too influenced by the "Will you go North, South, East or West?" choices in gamebooks, which often don't have clues and can lead to sudden death. In DICEMAN, because you can actually see the fantasy world you're in, this tends to be more noticeable. Generally, we're putting in visual clues as to the correct path...but they have to be subtle, otherwise there'd be no point. I'm trying to avoid sudden death results if you do take the wrong path, but I have to balance this against readers' requests for (fatal) traps. Taking the wrong path, pressing the correct button, and so on, is the most effective way of introducing them.

From Tony Rungay, Workstop:

Dear Merv,

I would like to congratulate you on
the mega-zarjaz DICEMAN 3. The
games were absolutely great,
especially Diceman and Rogue
Trooper. I also particularly like your



magazine's striking covers - they
really stand out from the other
magazines on newsagents' shelves.

I think I have a solution to the
problem of game length and
shortage of space. Why not run an
edition with two longer-length
games and a game in parts, where
the player has to wait until the next
issue comes out to see if he made
the right decisions?

characters without occupying half the magazine doing so. Even then we'll make sure one of the stories is a hefty length, so you don't feel the game was too short...a point made by a number of readers.

As you can see from this issue, we're going in for longer games now - with the opportunity to carry your status points over to the next adventure (eg. "Bitter Streets"). But we might go back to three stories an issue from time to time, so we can try out new artists, writers, ideas and

That's about all the sensible
commentary we could come up with
for this issue. Now it's time for a
change of pace, and IQ, as we
plummet down-market to meet fan-
stasy publishing's answer to Barry
Took

INTENTED MILK RACK!

THE PAGE WHERE YOU CAN TALK ABOUT EVERYONE INVOLVED WITH THE MAGAZINE WITHOUT THEIR LAWYERS FINDING OUT UNTIL IT'S BEEN PRINTED!

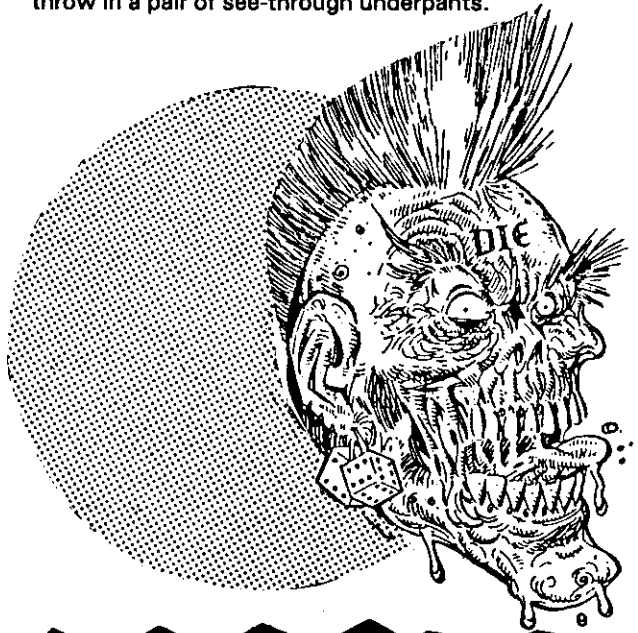
What a thankless task this is! When DICEMAN started we were swamped with letters, all of which said how much they liked it, but most of which also said that the stories had to be made more complex. So, in response, two of the stories in DICEMAN Issue 3 were given text pages to beef up the games – and what happened? Jon Powell, address unknown because he very wisely kept it to himself, got really annoyed with the Torquemada game: frames 31 to 42 had no artwork! I know this means the game can be a little more complex, but I would rather you stuck to having art with every frame. Still, the Torquemada artwork – what little of it there was – made a big impression on many of you, and led no less a personage than A.T. Forsyth of Norwich to wonder whether the writer and artist were referring to Hieronymous Bosch, as the art by Bryan Talbot seems very much like this artist who lived around the 15th century. If A.T. takes another look at the Rules page he'll see that Bryan acknowledged his debt to Bosch, but I'll hold back the sarcastic jibes this time because it's such a relief to get a cultural request...as opposed to James Newcombe of Southampton's burning question: **Where is the toilet roll? It's used to pay the barman on the Ship of Fools. Am I going mad or is it very well hidden?** I've no idea where it is, but I expect some smartypants will tell me, in which case I'll pass the info on. One way or another, though, you seemed to enjoy the Torquemada game, especially the intellectual bits...slicing my way through aliens on an Ear Machine, shouting "Cleanse and Purify!" – It was the best yet! That came from Dickon Edwards of Ipswich, who went on to share his views about The Diceman himself: **Rick Fortune & Co. should have a whole issue; this was much too short for my liking.** And while we're on the subject of liking, here's D. Newbury of Reading: **Rick Fortune is brilliant, and I'd like to see him in his own story in 2000 AD. I feel that he would be a great addition to the comic.** This is about as flattering as you can get.

This, on the other hand, from Wayne Ralph of Nottingham, isn't...less of The Diceman himself would be appreciated. **2000 AD has so many characters who deserve a strip, it would be better to feature them rather than a special creation.** I don't know where popular opinion stands on this point, but I look forward to finding out. One thing that's abundantly clear is how many of you – pay attention, P.J.L. Blunden of Bournemouth, this is your moment of glory – are still unhappy with the length of the games: **The Diceman – not too bad, but one minute I'm in a wood being chased by zombies, and the next it's over. And it was over so quick!** This is fast turning into our most common complaint, and it isn't confined to any one story in particular. Barry Stevens of London, for example, liked the Rogue Trooper story, but the only problem with 'Killathon' was that it was far too short. If you want to use Rogue again (and we do – next issue) make the story longer, and harder too. However, I don't want to give the impression that all you do is moan. There are, may blessings be heaped on their heads, exceptions...step forward Andrew Diggle from Croydon: **I really like DICEMAN 3, especially Rogue Trooper. The game was certainly more enjoyable than the 2000 AD stories. Collins & Farmer make an excellent team, something like Cliff Robinson but better, and their Slaine also looks very good.** Even a short wedge of art critique like this is enough to keep me happy, but there's more – this time on the subject of

The Diceman strip: **Steve Dillon's version looks superb. He's the best artist in the world!** At last, I thought, a better class of reader!

The next letter I opened was signed 'Voraak the Flesh Ripper', and demanded to know **Where the heck's Strontium Dog? Get him in DICEMAN or I'll split your skull with my sword 'guttraker'.** There was a bit more stuff like that, mostly to do with entrails and orifices, before our correspondent rounded off with a reminder to **get Alpha in!**

What else does your average DICEMAN reader want? Well, Henry Flint of Exmouth would like to see a **colour board game in the centre spread**, while Simon Cooper from Dublin speculates on a **DICEMAN Special, with one giant-size story taking up the whole issue.** Michele Balduzzi writes from Bologna to ask about getting a subscription (try World Wide Subscription Services Ltd., Rosehill, Ticehurst, East Sussex TN5 7AJ), and to ask for back issues. These I do not have – not even for you, Billy McLeod of Inverness; but try AKA in Glasgow, who might be able to help. And that, mercifully, is about all for this issue, except for a couple of loose ends. Andrew Fox of Ilford wants the world to know what he'll be doing with his copies of DICEMAN: **They will be dutifully collected, laser-sealed into Sainsbury's freezer bags and stored for further cerebral destruction.** That's very interesting, Andrew, but I'm afraid it narrowly fails to take the Mervyn award for joined-up but meaningless writing. This honour goes instead to 'Max Bathroom' of Farnborough for his magnificent request: **Can I have one of your invisible T-Shirts please?** Of course you can, Max; for you I'll even throw in a pair of see-through underpants.



Know how to write? Share your precious gift with Mervyn at 2000 AD's DICEMAN, KING'S REACH TOWER, STAMFORD STREET, LONDON SE1 9LS.

You Are **Slaine** in the RING OF DANU

You are the warped barbarian Slaine. The Sorcerer Myrdin is sending you into the Celtic Otherworld to find the RING OF DANU THE EARTH GODDESS. If you obtain the CORRECT segments of the Ring you will prove yourself worthy to be the Sacred King of your tribe.

Your sworn enemy, the Devil Prince ELFRIC, Leader of the Wild Hunt, will do all he can to destroy you and stop you obtaining the Ring.



To help you on your quest, you have your axe Brainbiter, your faithful dwarf Ukko, and fifteen gold coins for bribing the creatures of the Otherworld.



Myrdin stands on one foot with one eye closed, in the Druid manner, chanting certain Words of Power to find the secret entrance.

AH! I CAN SEE IT NOW!



Ukko rudely remarks it will be interesting to finally meet 'Old Thunder Thighs' herself - his nickname for the amazingly fat Earth Goddess Danu. While you beat him for his rudeness, Myrddin reveals that you will meet **THREE ASPECTS** of Danu - representing the three seasons of the Earth and the different ages of Woman: The Maiden of Spring...The Woman of Summer...and the Hag of Winter.

These represent Danu in her different moods...loving and cruel, motherly and murderous, fertile and destructive. You will go through a ritual union with her, so if you become King of your tribe, Earth Power will flow through you and the Land will be renewed.

Then the Sorcerer produces a venomous serpent, and explains that to enter the Otherworld you must go into a trance - induced by its bite! Ukko asks if there isn't an easier way... 'Haven't you a magic potion we could drink instead? Or some of those peculiar mushrooms you Druids are meant to eat?' But Myrddin just looks evilly at him.



You ask why Ukko has to come along anyway. Myrddin explains there have been complaints about your dwarf's behaviour by the Maidens of the Sacred Flame. Should you fail and die in the Otherworld, they don't really want Ukko to be left behind. You raise your foot and the snake sinks its fangs into your ankle - pumping poison into you. The pain is intense, you feel hot and cold, and the venom makes you violently sick. You go blind and there is a tremendous roaring in your ears that fails to drown out Ukko's screams of terror as he, too, is bitten by the viper.

You hear the Sorcerer's voice a long way off telling you in a few seconds you will die from the snake bite. But Time passes differently in the Otherworld, and you have just long enough to find the Ring of Danu that will save your life.

You ask if there's any clues, any advice he can give. "Only to answer all questions truthfully, and be daring yet cautious, confident yet humble...and watch out for..." But the rest of his message is drowned by the howling in your ears. "Thanks!" you snarl. "That was a lot of help!"

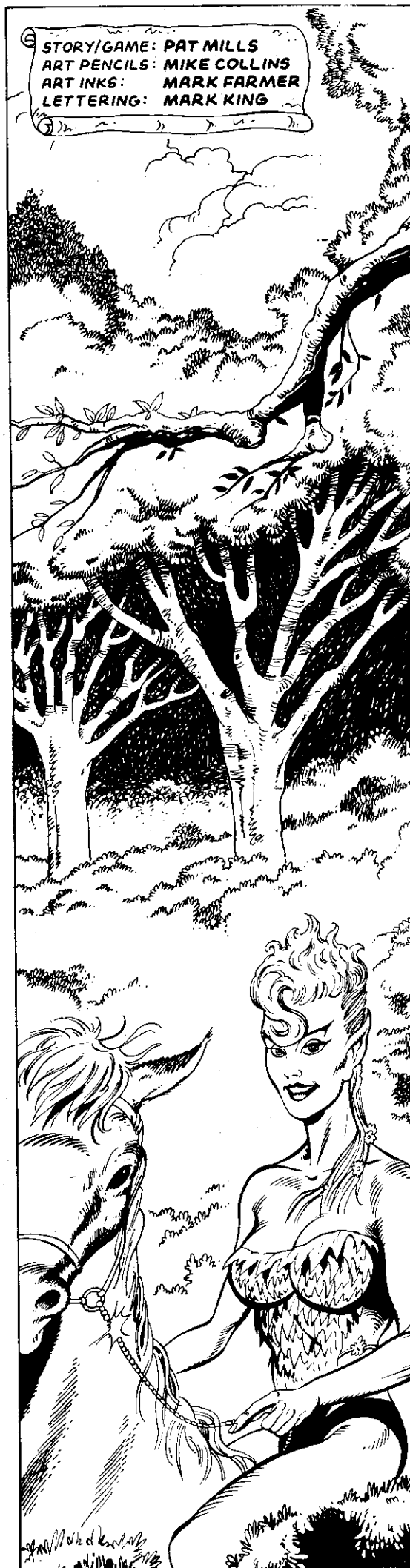


You feel yourself spinning round 'widdershins': three times from left to right and then three times from right to left. A pin-point of white light appears in front of your eyes and illuminates the blackness. Your eyesight clears, the pain fades away and you see the glade has changed. It's ablaze with the flowers of Spring and a sweet Otherworld fragrance fills the air.

Myrddin has vanished. Your mystic quest has begun!

Ukko hops around on one leg, howling with pain and begging you to carry him, but you ignore him as you explore this strange, magic land. A beautiful maiden riding a white horse gallops past, and you wonder if this is the **GODDESS OF SPRING**. "Follow me, Human," she calls.

STORY/GAME: PAT MILLS
ART PENCILS: MIKE COLLINS
ART INKS: MARK FARMER
LETTERING: MARK KING



AS YOU PURSUE HER, YOU PASS FAB-
ULOUS BEASTS...WINGED MONSTERS,
WARRIORS ON FLYING FISH, AND
INSANE-LOOKING HORSES...

WAIT, SLÁINE!
YOU DON'T KNOW
WHAT YOU'RE
MISSING!

I DO! THAT'S
WHY I'M
RUNNING!

THOSE
APPLES!
SOLID GOLD
AND SILVER!

SO TH!

THANKS TO YOUR DWARF, THE MAID-
EN VANISHES INTO THE WOODS. YOU
MAY DECIDE TO PUNISH HIM — OR
PICK THE APPLES. BUT FIRST...YOU
MUST MAKE A NOTE OF THE RULES
TO FOLLOW ON YOUR MAGICAL
JOURNEY...

RULES

To succeed, you need to gain the Ring of Danu and keep your warp rating above zero.

Warp points are a combination of strength, intelligence and experience. Complete your warp rating and note it down on your Battle Scroll.

Sláine - Warped Warrior:

16

Roll one die and add
to above

If you defeated Elfric in 'Dragoncorpse' (Diceman 2), add on 4 points for experience.

COMBAT

The monsters' warp ratings will be given in the story. The rules for fighting them are:

- 1) Roll 2 dice for yourself. Add a 'combat add' of +1 to the total because you're an expert with an axe.
- 2) Roll 2 dice for the monster. Add on any 'combat adds' indicated.
- 3) If you have the higher score you have wounded the monster. Deduct the difference in your scores from the monster's warp rating.
- 4) If the monster has the higher score, he has wounded you. Deduct the difference in your scores from your warp rating.
- 5) Continue until the monster — or you — has no points left: e.g. is dead.
- 6) Add the monster's ORIGINAL warp rating to your own — but ONLY if it is dead. This is your 'reward' for experience gained.

In this adventure you may also have ONE warp spasm — a Celtic battle fury where you draw energy from the Earth.

When you have your warp spasm, do not roll the dice. You destroy the enemy with no loss of points and take his warp rating, adding it to your own.

Keep a Battle Scroll to record your current battle status.

BATTLE SCROLL

SLÁINE

Warp rating:
Combat Add: +1
Gold Coins: 15
Ring Segments: (Note the metal)
Objects carried:
Warp Spasm: 1 only.....

You are now ready to start your quest. Move to pic 1 opposite...and may the Earth Goddess go with you!

THE WARP SPASM



1 PLEASE, SLAINE!
WHINE! GET
THE APPLES FOR ME!

WILL YOU... PICK THE GOLD APPLES ON THE LEFT? (GO TO 8).
OR THE SILVER APPLES ON THE RIGHT? (GO TO 20).
OR WILL YOU GIVE HIM A CLOUT AND CONTINUE YOUR
SEARCH FOR THE MAIDEN? (GO TO 32).

2 YOU HEARD THE
LADY... LEAVE
HER ALONE!

COME ON — SHE
LOVES IT REALLY!
DON'T YOU, MY
DARLING?

WANT A FIGHT,
HU-MAN? EH?

IF YOU WANT TO... FIGHT THE DEVELS, GO TO 66;
TALK TO GUMPAS, GO TO 98; OR LEAVE, GO TO 131.

3 I'VE WATCHED YOUR RIDICULOUS
ATTEMPTS TO PROVE WORTHY
OF YOUR GODDESS! SHALL I TELL
YOU WHAT I THINK OF THE OLD BAG?

4

5

COME ON!
COME
AND FIGHT!
IT DOESN'T
MATTER HOW
TOUGH YOU
ARE... BY
DESTROYING
ME, YOU
DESTROY
YOURSELF!

IF YOU HAVE THE GAE BOLGA AND WISH
TO USE IT HERE, GO TO 127.
OTHERWISE, READ ON...

6

I'M
WAITING!

IF YOU HAVE NOT HAD A WARP SPASM, YOU
MAY DESTROY ELFRIC WITH ONE HERE (A
FETCH CANNOT DRAW ON EARTH POWER).
TAKE HIS WARP RATING — THE SAME AS
YOUR OWN — IN THE USUAL WAY AND GO TO 69.

OTHERWISE YOU MUST FIGHT TO THE DEATH.
ELFRIC'S WARP RATING IS THE SAME AS
YOURS — INCLUDING THE COMBAT ADD.
IF YOU KILL HIM, GO TO 69.

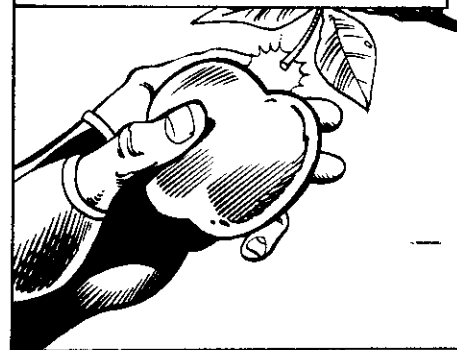
IF HE REDUCES YOUR WARP RATING TO ZERO,
HE THRUSTS HIS HAND INTO YOUR CHEST AND
SQUEEZES OUT YOUR SOUL.

7 THE TWO CORPSES ARE JOINED BY A THIRD AND ATTACK... DEAD KINGS' WARP RATING: 9. COMBAT ADD: + 3 (AS YOU ARE FIGHTING THREE OF THEM).

IF YOU DECIDE TO HAVE YOUR WARP SPASM HERE, REMEMBER TO ADD THE DEAD KINGS' WARP RATING TO YOUR OWN. THEN GO TO 120.

IF YOU WOULD RATHER RECONSIDER THE STRANGERS' OFFER OF HELP (AND CAN AFFORD IT—TWO MAGIC APPLES OR TEN GOLD COINS), GO TO 85.

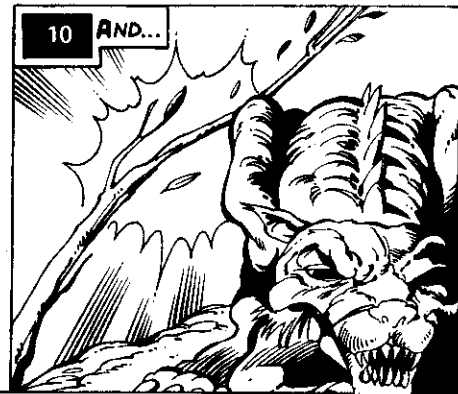
8 YOU PULL THE THREE GOLD APPLES OFF AND PASS THEM TO UKKO. (MAKE A NOTE OF THEM ON YOUR BATTLE SCROLL).



9 THE BRANCH SPRINGS UP... TOWARDS CATH PALUG — A DEMON CAT SNOOZING THERE...



10 AND...



11 SPITTING AND HISSING, THE DIABOLIC CREATURE ATTACKS YOU... DEMON CAT'S WARP RATING: 7. COMBAT ADD: + 1. IF YOU KILL IT AND WOULD LIKE THE SILVER APPLES AS WELL, GO TO 20. OTHERWISE, GO TO 47.



OTHERWISE YOU MUST FIGHT THEM. IF, HALFWAY THROUGH THE FIGHT, YOU DECIDE TO HAVE A WARP SPASM INSTEAD, POINTS ALREADY LOST MUST STILL BE DEDUCTED. IF YOU KILL THEM, GO TO 120.



12

YOU'VE KILLED
BLACK SHUCK! MY
FAVOURITE
HOUND!

MURDERER!

13

I
SHOULD
KILL
YOU
NOW...

BUT THEN I WOULDN'T
HAVE THE EXQUISITE
PLEASURE OF HUNTING
YOU DOWN...

14

AND STRIKING WHEN
YOU LEAST EXPECT ME!

15

WE WILL
MEET AGAIN,
SLÁINE...

16

THE WILD
HUNT HAS
ONLY JUST
BEGIN!

17

WHAT D'YOU
THINK HE'S
PLANNING?

I'M NOT SURE... BUT REMEMBER HE'S
A SHAPE-SHIFTER, UKKO... HE CAN TRANS-
FORM HIMSELF ANYTIME HE LIKES.

18

SO ANYONE WE MEET COULD BE
ELFRIC IN DISGUISE... SETTING
US UP FOR SOME HORRIBLE TRAP?

AYE,
WE'VE ONLY
TWO CLUES...
HIS THIRD
EYE—WHICH
HE MAY HAVE
TO HIDE—AND
HIS DISLIKE
OF IRON...

19

YOU HEAR GIRLISH LAUGHTER
AND GIGGLING COMING FROM
THE RIVER...

LET'S
INVESTIGATE,
SLÁINE!

IF YOU AGREE WITH UKKO, GO TO 50.
IF YOU'D RATHER CARRY STRAIGHT ON,
GO TO 34.

20 YOU PULL THE THREE SILVER APPLES OFF — WITHOUT DISTURBING WHATEVER IS INSIDE THE NEST — AND PASS THEM TO UKKO...



MAKE A NOTE OF THEM ON YOUR BATTLE SCROLL. IF YOU WOULD LIKE THE GOLD APPLES AS WELL, GO TO 8. OTHERWISE, GO TO 47.

21 YOU WANT TO ASK HER MORE, BUT...



NO QUESTIONS NOW...

GO TO 39.

22 YOU'RE TOSSED BY THE HORSE...AND FALL IN FRONT OF THE REVOLVING BLADE...



23 IT IS DEFINITELY...



THE END.

24 THEN...

I'VE TOLD YOU! LEAVE ME ALONE!

WILL YOU... HELP UNA? (GO TO 2); TALK TO GUMPAS? (GO TO 98); OR LEAVE? (GO TO 131).



25 YOU MAY HAVE SUSPECTED UKKO WAS REALLY ELFRIC ...WHO DISGUISED HIMSELF BADLY, SO YOU WOULD RECOGNISE HIM AND PICK THE OPPOSITE ROUTE, THUS FALLING INTO A TRAP.

THEREFORE YOU MAY HAVE DECIDED TO DOUBLE-BLUFF HIM AND TAKE THE ROUTE HE RECOMMENDED.

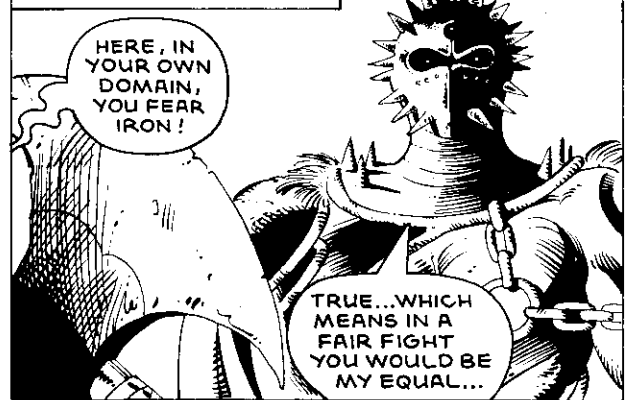
IN ANY EVENT, YOUR SUSPICIONS ARE CONFIRMED BECAUSE UKKO VANISHES. CLEARLY IT WAS YOUR DEADLY ENEMY!

GO TO 87.

26 AS YOU ADVANCE...



27 ELFRIC! DECADENT LEADER OF THE WILD HUNT, SERVANT OF THE DARK GODS...WHO HAS JUST ONE WEAKNESS...



28



GO TO 33.

29 HE GULPS DOWN THE APPLES WHOLE (DEDUCT THEM FROM YOUR BATTLE SCROLL)...

LOOK AT HIM...HE'S LIKE SO MANY MEN...A FAT, SLOBBERING PIG...HIS MIND FULL OF DARK, PIGGY THOUGHTS... ISN'T IT, SWINE?

≡UHH!≡ YOU KNOW ME SO WELL, GODDESS!



GO TO 72.

30 IT IS GOOD THAT YOU ARE IN AWE OF ME, FOR I AM THE MISTRESS OF THE ELEMENTS. I ANIMATE TREES AND PLANTS AND RULE ALL LIVING THINGS.



SHE REWARDS YOU WITH EXTRA SKILL...
CHANGE YOUR COMBAT ADD TO +2.

31 AND TO HELP YOU ON YOUR QUEST, I WARN YOU... BEWARE THE GAE BOLGA! A CRUEL "BELLOWS SPEAR" WHICH ENTERS THE BODY WITH A SINGLE WOUND, AND OPENS INSIDE YOU WITH THIRTY BARBS!

GO TO 21.



32 OWW! YOU BONE-HEADED BARBARIAN! THEY COULD BE THE LEGENDARY APPLES OF INSPIRATION!

THEY COULD ALSO BE A TRAP!

IF YOU'D LIKE TO CHANGE YOUR MIND, GO TO 1. IF NOT, GO TO 47.

33

BEFORE YOU CAN ACT, THE SLAVERING BEAST ATTACKS...BLACK SHUCK THE DEMON DOG...WARP RATING: 5. COMBAT ADD: +2.

IF YOU KILL IT, GO TO 12.

34

WAIT! YOU DON'T HAVE TO FEAR ME...

SOTH! HER EARS ARE EVEN BIGGER THAN MINE!

35 YOU SEE...I'M NOT ELFRIC...

36 I REALLY WANT TO HELP YOU BECOME KING—SO LISTEN CAREFULLY...WHEN YOU REACH A TAVERN IN THE WOODS GO INSIDE AND OBTAIN A GOLD SEGMENT OF THE RING.

GO TO 21.

37 AS YOU PREPARE TO DEAL WITH THE OTHER KINGS, THE TWO STRANGERS APPEAR...

NEED ANY HELP, FRIEND?

HOW MUCH?

THE USUAL—TWO MAGIC APPLES OR TEN GOLD COINS.

IF YOU CAN AFFORD IT AND WISH TO TAKE UP THEIR OFFER, GO TO 85. OTHERWISE, GO TO 7.



44 "THAT" IS ARAWN THE PIG GOD...
HE IS THE KING OF THE OTHERWORLD.
I MADE HIM RULER BECAUSE I FIND HIM
RATHER AMUSING. DON'T I, SWINE?

UUH!
UUH!

HE THINKS
HE OWNS ME.
HE DOES NOT
UNDERSTAND
I AM FREE TO
COME AND GO,
AND TAKE WHO
IT PLEASES
ME...

45 IN BETWEEN HIS GRUNTS, YOU
RECOGNISE A FEW WORDS...

GODDESS MINE...
GET HANDS OFF...

IF YOU WOULD LIKE TO BRIBE ARAWN, HE WILL ACCEPT 3
MAGIC APPLES (GOLD OR SILVER) TO LEAVE YOU ALONE.
GO TO 29.
IF YOU WOULD RATHER FIGHT HIM, GO TO 57.

46 YOU ATTACK HIM... DEAD KING'S
WARP RATING: 3.



IF YOU KILL HIM,
GO TO 37.

47 AT LEAST OUR QUEST IS
SIMPLE ENOUGH... FINDING
THREE PARTS OF THE RING.

MMM... THE
GODDESS
ALWAYS
RINGS
THRICE...

48 BUT I'VE A FEELING
THERE'S MORE TO
THIS RING BUSINESS THAN
MEETS THE EYE...



YOU
MEAN... IT
COULD BE A
DIFFERENT
KIND OF
RING? LIKE
THE DIRT
RING AROUND
YOUR NECK?

49 NEHHHH! BUT SOMETHING
DOESN'T SMELL RIGHT, SLÁINE!
AND I'M NOT TALKING ABOUT MY
ARMPIT!

WILL YOU TAKE
THE LEFT PATH?
(GO TO 38).
OR THE RIGHT
PATH? (GO TO 53).





WILL YOU ANSWER...?

- A) "I AM A MIGHTY WARRIOR WITH HAIR LIKE A RAVEN, CHEEKS RED AS BLOOD AND A BODY OF BRONZE!" GO TO 62.
 B) "I AM A MAN WHOSE TONGUE IS IN CHAINS AT THE SIGHT OF SUCH BEAUTY." GO TO 63.
 C) OR WOULD YOU RATHER KEEP AWAY FROM HER AND CARRY STRAIGHT ON? GO TO 34.

YOU TRY TO THROW AWAY A SEGMENT OF THE RING, BUT IT STICKS TO YOUR HAND. YOU REALISE YOUR FATE IS SEALED AND THERE IS NO ESCAPING IT...



YOU HEAD ON THROUGH THE BLACKENED, SMOULDERING WASTE WOOD KNOWN AS "FUAL DANU" — THE EARTH MOTHER'S FOUL PLACE. GO TO 134.

53 YOU SPOTTED THE CLOOTIES — BRIGHT BITS OF RAG — HANGING ON THE BRANCHES, AND REALISED THIS WAS THE CORRECT PATH...



...FOR THE EARTH GODDESS IS ATTRACTED TO COLOUR AND GAIETY.

54 SUDDENLY YOU SEE AHEAD YOUR OLD ENEMY — ELFRIC, PRINCE OF DEMONS — LEADING THE WILD HUNT FOR YOU...



GUT RIPPER!
GIZZARD
SQUEEZER! GHOU-LIE
GRINDER! FIND
THE BARBARIAN!

AS I DON'T WANT
MY GUTS RIPPED...
MY GIZZARD
SQUEEZED...OR
WORSE...I THINK
WE'D BETTER
HIDE!

WILL YOU...TAKE UKKO'S ADVICE? GO TO 55.
OR CONFRONT ELFRIC? GO TO 26.

55 YOU HIDE — BUT THEN A SHAGGY BLACK CREATURE, THE SIZE OF A CALF, APPEARS... AND STARTS SNIFFING ROUND...



It's Black Shuck —
The Demon Dog!

56 ELFRIC'S HELL-HOUND! THE HUGE BRUTE PICKS UP YOUR SCENT AND APPROACHES YOUR HIDING PLACE...



WHAT ARE YOU GOING TO DO?
WRITE IT DOWN, THEN GO TO 103.

57



SWINE'S INSANELY
JEALOUS...WHICH IS
WHY HE'S GOING
TO KILL YOU.

ARAWN THE PIG GOD...WARP
RATING: 8. COMBAT ADD: +2.
IF YOU KILL HIM, GO TO 72 —
BUT IF YOU WOULD PREFER
TO BRIBE HIM, GO TO 45.

58 YOU PAY HIM TWO MAGIC APPLES (GOLD OR SILVER) OR TEN GOLD COINS. (DEDUCT THEM FROM YOUR BATTLE SCROLL)...THEN...



THANKS,
FRIEND...THE
LEFT ROUTE
IS THE SAFE
ONE.

WITH THAT, HE AND HIS COMPANION DEPART. WILL YOU TAKE THE LEFT ROUTE AS HE AND UKKO ADVISE? (GO TO 25); OR THE RIGHT PATH THROUGH THE STONE RING? (GO TO 105).

59 YOU TAKE A SWING AT THE CORPSE WITH "BRAINBITER", AS THE OTHER TWO KINGS MOVE IN FOR THE KILL...

GO TO 117.

60 A GRUESOME
CREATURE
CLIMBS OUT...

THIS ISN'T A
BOAT AT ALL...
IT'S A COFFIN!

YOUR
COFFIN!

SO TH! HE
LOOKS LIKE
YOU, SLAINE,
AFTER A
HARD NIGHT'S
DRINKING!

THAT'S
RIGHT...
BECAUSE...

61 I'M YOUR FETCH!
YOUR CO-WALKER!
I ADOPTED THIS GUISE SO I
CAN FIGHT YOU AS AN
EQUAL!

ELFRIC?

THAT'S ME! THE
WILD HUNT IS
NEARLY OVER,
SLAINE—AND
I'VE COME FOR
YOUR SOUL!

62 SHE GIVES
YOU A SEG-
MENT OF A FAB-
ULOUS GOLD RING.
MAKE A NOTE
OF IT ON YOUR
BATTLE SCROLL
AND GO TO 83.

63 SHE GIVES YOU A SEGMENT OF A GLEAMING SILVER RING.
MAKE A NOTE OF IT ON YOUR BATTLE SCROLL AND GO TO 30.

64 YOUR PLAN WORKS.

THE GODDESS
HALTS HER
CHARIOT...

IF EARLIER YOU RESCUED THE GIRL IN THE
TAVERN, GO TO 143. IF YOU DID NOT, GO TO 3.

HMM...YOU'RE
RESOURCEFUL...
AND CUNNING,
TOO...

TYPICAL
MAN!

SHE GIVES YOU A SEGMENT OF A SILVER RING.
NOTE IT ON YOUR BATTLE SCROLL AND GO TO 99.

65 IF YOU...

TURNED AND LEAPED ON THE HORSE OR OVER THE HORSE, GO TO 22;

TURNED AND THREW YOUR AXE AT THE GODDESS OR HER HORSE, GO TO 104;

DIVED IN THE WOODS, GO TO 79,

LEAPED UP AND HUNG FROM AN OVERHANGING BRANCH, GO TO 64;

DID ANYTHING ELSE, GO TO 137.

66

THE THREE DEVELS ATTACK...COMBINED WARP RATING: 6. COMBAT ADD: +3. MORGAWR AND SABA HELP YOU, SO INCREASE YOUR OWN COMBAT ADD BY +2 FOR THIS BATTLE ONLY.

IF YOU KILL THEM, GO TO 125.

67 DEDUCT THE PAYMENT ON YOUR SCROLL...

LOOK BEHIND THE ACID WATERFALL AT LOCH BEL DRAGAIN... DRAGON MOUTH LAKE!

GOT ROOM FOR ANOTHER ONE NOW!

AND HOW DO WE GET THROUGH THE WATERFALL?

68 WHEN YOU'VE A MINUTE, GUMPAS, THE USUAL.

AH! THAT INFORMATION WILL COST YOU FIVE GOLD COINS... OR ONE MAGIC APPLE...OR YOUR GAE BOLGA.

IF YOU WISH TO PAY, GO TO 136...TO LEAVE, GO TO 131...OR IF YOU HAVEN'T HELPED UNA YET AND WANT TO, GO TO 2.

69 AS YOU REACH THE FAR SIDE, THE MOANING AND KEENING FROM BEHIND THE WATERFALL IS LOUDER THAN EVER...

WHAT NOW?

MAYBE THERE'S A MAGIC APPLE LEFT—THAT MIGHT INSPIRE YOU...

IF YOU HAVE AN APPLE AND WISH TO SEE IF IT WILL HELP, GO TO 130. OTHERWISE, WRITE DOWN WHAT YOU INTEND TO DO AND GO TO 114.

70 MORGAWR STARTS TO PASS YOU THE SILVER SEGMENT, BUT THEN IT VANISHES BEFORE YOUR EYES!

YOU REALISE THERE ARE INVISIBLE FORCES AT WORK THAT DON'T WANT YOU TO HAVE A SILVER RING. EITHER THAT OR MORGAWR'S TRIED TO CHEAT YOU! YOU REFUSE TO PAY HIM ANYTHING. GO TO 24.

71 SUDDENLY YOU REALISE—WITH A FLASH OF INSPIRATION—THE CORRECT ANSWER... "THAT WOULD BE A FATE WORSE THAN DEATH". THE APPLE CRUMBLES TO DUST IN YOUR HAND. DEDUCT IT FROM YOUR SCROLL AND GO TO 111.

72 YOU LOOK AROUND FOR THE GODDESS, BUT SHE'S VANISHED...

AND SO HAS YOUR DWARF...

UKKO!
UKKO!
WHERE ARE YOU, YOU LITTLE RAT?

73 MINUTES LATER...

WHAT KEPT YOU...? NO, DON'T TELL ME—I'D RATHER NOT KNOW.

SORRY ABOUT THE DELAY, LORD. SHALL I CARRY YOUR AXE FOR YOU?

74 THE FOREST IS CHANGING NOW... FROM SPRING INTO HIGH SUMMER. ALL AROUND YOU OAKS ARE IN BLOSSOM, AND THE GROUND IS COVERED IN KNEE-HIGH FERNS...

NO, I NEED IT TO HAND... IN CASE ELFRIC TRIES ONE OF HIS TRICKS.

75 UP AHEAD, A GRUESOME SIGHT—THE BODIES OF DEAD KINGS NAILED TO THE TREES...

OF COURSE... WHEN THE SACRED KING HAD SERVED THE GODDESS FOR SEVEN YEARS, HE WAS KILLED AT THE MID-SUMMER OAK...

THERE'S A MESSAGE IN OGHAM...

76 IT SAYS... "COME NO FURTHER, MAN—OR I'LL HANG YOU UP BY THE..."

OOH! NASTY!

HMMM... WHICH WAY DO YOU THINK WE SHOULD GO?

77 TRICKY... I RECKON THE RING IS MOST LIKELY TO BE A TRAP, SO I SHOULD TAKE THE OTHER ROUTE AND IGNORE THE WARNING...

78 WHILE YOU'RE MAKING UP YOUR MIND...

HEY, YOU!

WILL YOU...WAIT AND SEE WHAT THESE STRANGERS WANT? (GO TO 42); IGNORE THEM AND TAKE THE LEFT ROUTE? (GO TO 25); OR TAKE THE RIGHT PATH THROUGH THE STONE RING? (GO TO 105).

79 YOU TRY TO DIVE INTO THE WOOD, BUT CAN'T FIND AN OPENING IN THE UNDERGROWTH.

GO TO 22.

80 YOU THROW THE APPLE INTO ITS GAPING JAWS...(DEDUCT IT ON YOUR BATTLE SCROLL).



81 AND...



82 WITHOUT ITS FANGS, IT IS AT YOUR MERCY. YOU ATTACK IT: BLACK SHUCK THE DEMON DOG... WARP RATING: 5.



WHEN YOU KILL IT, GO TO 12.

83 YOU DESCRIBE YOURSELF WELL, WARPED ONE. I WILL DO ALL I CAN TO AID YOU IN YOUR QUEST...SO LISTEN CAREFULLY...



84 WHEN YOU MEET THE GODDESS OF WINTER, ANSWER WHAT IS TRULY IN YOUR HEART...NOT WHAT YOU THINK SHE WANTS TO HEAR...



GO TO 21.

85 UKKO PAYS THE STRANGERS TWO MAGIC APPLES (GOLD OR SILVER) OR TEN GOLD COINS. (DEDUCT FROM YOUR BATTLE SCROLL). WHILE THEY DEAL WITH TWO ZOMBIES, YOU FIGHT THE OTHER...



DEAD KING — WARP RATING: 3.
IF YOU KILL HIM, GO TO 120.

86 THE WATER BURNS YOUR HANDS AND YOU REALISE WHY...THE WATERFALL IS ACID! FORTUNATELY IT'S DILUTED BY THE RIVER OF BLOOD AND YOU SUFFER NO REAL HARM.

THEN, AS YOU APPROACH THE OTHER SIDE, A GHASTLY FIGURE EMERGES THROUGH THE MIST...GO TO 61.

87 THEN...

UKKO?

SORRY, SLAINE!
I GOT—ER
—HELD UP
WITH THE
NYMPHS!

88 HMMM
...YES,
YOU'RE THE
REAL
UKKO,
ALL
RIGHT!

OWW! 'COURSE
I AM! WHAT'S
GOING ON?

89 BEFORE YOU CAN ANSWER...

FOOLISH
MAN! YOU
DARE TO
ENTER MY
WOOD?

IT'S THE
GODDESS
OF SUMMER!

SOTH!

DON'T
YOU KNOW
THIS IS THE
AGE WHERE
WOMAN
IS THE
HUNTER...?

90

...AND MAN
THE HUNTED!

91 YOU HAVE HEARD LEGENDS HOW — AT THE
BEGINNING OF TIME — WOMEN PURSUED
MEN, TORE THEM TO PIECES AND DEVOURED
THEM...

YOU'VE
TASTED MY
FRUITS —
NOW I'LL
SWALLOW
YOU
WHOLE!

92 ...CLEARLY THIS IS WHAT
SHE HAS IN MIND.

THE CHARIOT GAINS ON YOU...
WHAT ARE YOU GOING TO DO?
WRITE IT DOWN (E.G. "RUN
LIKE HELL"... "SURRENDER"),
THEN GO TO 65.

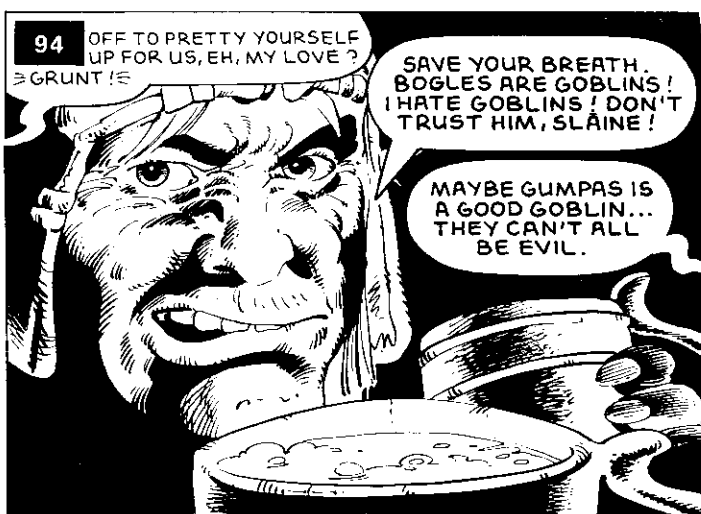
93 THE PIG GOD IGNORES YOU, AND THE DEVELS SEEM MORE INTERESTED IN UNA THE BARMAID...



PUT ANOTHER ONE IN THERE, GUMPAS.

IF YOU WANT ANY INFORMATION ABOUT THE WAY AHEAD, ASK GUMPAS THE BOGLE. HE'S USED TO ADVENTURERS DROPPING INTO HIS TAVERN.

94 OFF TO PRETTY YOURSELF UP FOR US, EH, MY LOVE?
GRUNT!



SAVE YOUR BREATH. BOGLES ARE GOBLINS! I HATE GOBLINS! DON'T TRUST HIM, SLAINE!

MAYBE GUMPAS IS A GOOD GOBLIN... THEY CAN'T ALL BE EVIL.

95

LISTEN...THE ONLY GOOD GOBLINS I KNOW ARE SIX FEET UNDER!



SHE CAN PULL MY PINTS ANY DAY. HURR! HURR!

96

BRRAPPP!

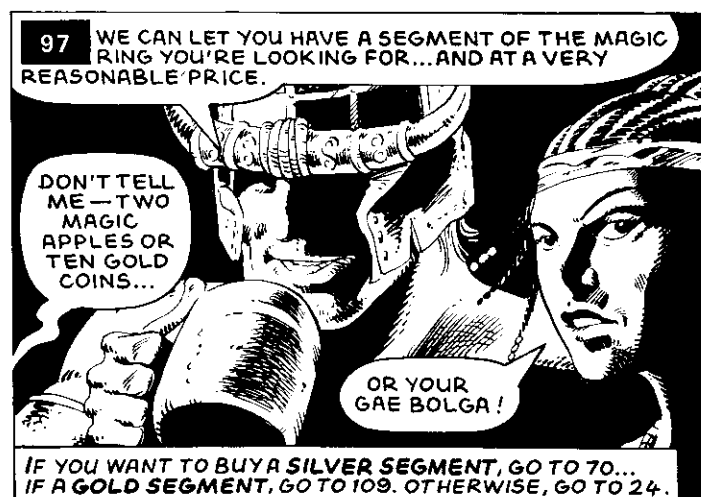
YOU'VE GOT TO TRUST SOMEBODY, FRIEND.

LIKE YOU TWO, I SUPPOSE?



NOW THAT YOU MENTION IT...YES.

97 WE CAN LET YOU HAVE A SEGMENT OF THE MAGIC RING YOU'RE LOOKING FOR...AND AT A VERY REASONABLE PRICE.



DON'T TELL ME—TWO MAGIC APPLES OR TEN GOLD COINS...

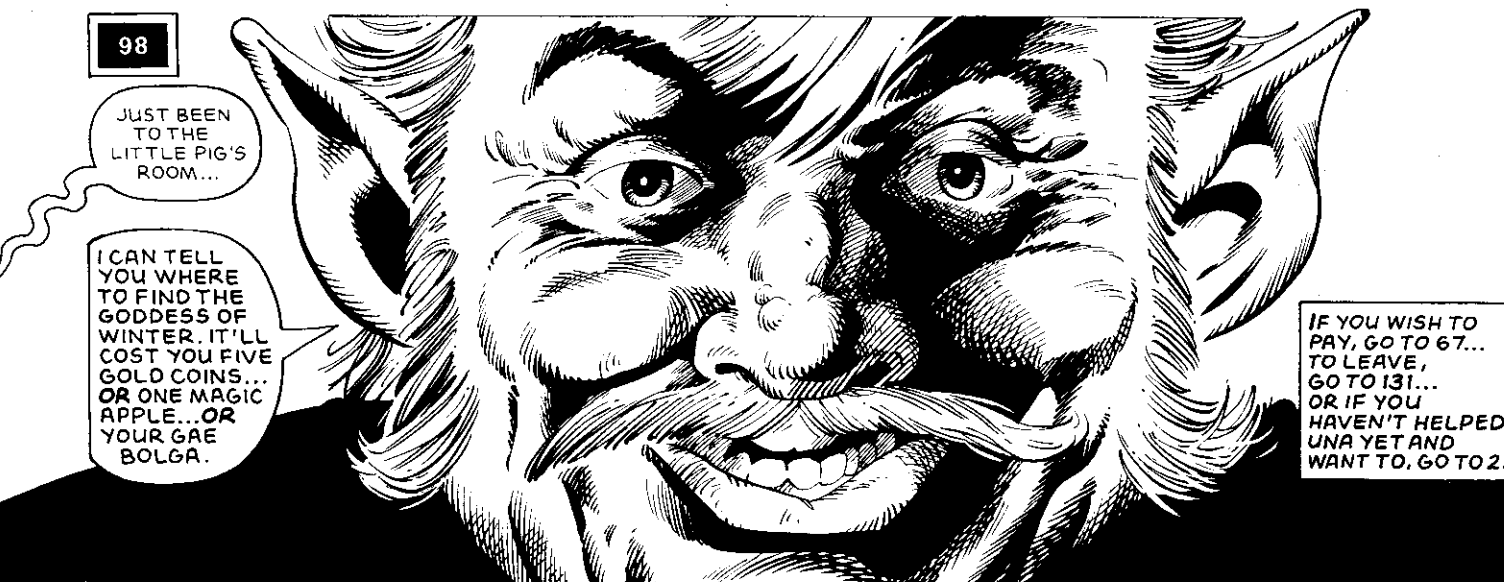
OR YOUR GAE BOLGA!

IF YOU WANT TO BUY A SILVER SEGMENT, GO TO 70... IF A GOLD SEGMENT, GO TO 109. OTHERWISE, GO TO 24.

98

JUST BEEN TO THE LITTLE PIG'S ROOM...

I CAN TELL YOU WHERE TO FIND THE GODDESS OF WINTER. IT'LL COST YOU FIVE GOLD COINS... OR ONE MAGIC APPLE... OR YOUR GAE BOLGA.



IF YOU WISH TO PAY, GO TO 67... TO LEAVE, GO TO 131... OR IF YOU HAVEN'T HELPED UNA YET AND WANT TO, GO TO 2.

99 YOU'RE RELIEVED YOUR TASK WITH THE FURY IS OVER, BUT THEN...

OH, NO! I'M NOT FINISHED WITH YOU YET! THESE ARE SOME OF MY PAST KINGS WHO I'VE USED...

AND ABUSED?

SILENCE, DWARF!

YES, EXHAUSTED! DRAINED OF ENERGY! I NEED A CONSTANT SUPPLY OF YOUNG MEN... THE STRONGEST AND BRAVEST OF THEIR TRIBE!

NATURALLY THERE'S NO POINT IN FIGHTING ME—YOU WOULDN'T LAST TWO SECONDS—SO...

100

...I SHALL RESTORE THEM TO LIFE. SHOULD BE AN INTERESTING CONTEST—THOUGH I DON'T REALLY CARE WHO WINS...

YOU'RE ALL MEN!

101 THE CORPSES ARE FILLED WITH EARTH POWER...

102 WILL YOU FIRST FIGHT THE KING...WITH THE SWORD? (GO TO 59); THE SKULL WEAPON? (GO TO 117); OR THE SPEAR? (GO TO 46).

103 IF YOU DECIDED TO RUN, CLIMB A TREE, OR ATTACK IT, GO TO 33.

IF YOU DECIDED TO CHUCK IT ONE OF YOUR MAGIC APPLES—GOLD OR SILVER—GO TO 80.

IF YOU HAD SOMETHING ELSE IN MIND, GO TO 33.

104 SHE REINS IN HER HORSE...

YOU'RE AN INSOLENT FELLOW, BUT AT LEAST YOU'VE GOT GUTS. I LIKE GUTS!

TO EAT? OR WERE YOU SPEAKING METAPHORICALLY?

BOTH.

SHE GIVES YOU A SEGMENT OF A GLEAMING GOLD RING. NOTE IT ON YOUR BATTLE SCROLL, THEN GO TO 99.

105

SO FAR SO GOOD...

GO TO 124.

106

MORGAWR AND SABA EXPLAIN THEY'RE ADVENTURERS LIKE YOU...

THE DRUNE LORDS CHOPPED MY HAND OFF FOR STEALING.

YOU DON'T SURPRISE ME.

IT'D BE WORSE IF IT WAS HIS SECOND OFFENCE...

107 IN THE TAVERN YOU SEE ARAWN THE PIG GOD—SOMEHOW BROUGHT BACK TO LIFE—AND ELFRIC'S MEN...GUT RIPPER, GIZZARD SQUEEZER AND GHOULIE GRINDER...

BUSY TONIGHT.

IF YOU STILL WANT A DRINK, GO TO 93.
IF YOU WOULD RATHER LEAVE, GO TO 131.

108

WAIT A MINUTE! THERE'S A...A "THING" IN THE BOTTOM!

WHAT SORT OF THING?

GO TO 60.

109 YOU BUY THE GOLD SEGMENT. NOTE IT ON YOUR SCORE SHEET AND DEDUCT THE PAYMENT TO MORGAWR (TWO MAGIC APPLES OR TEN GOLD COINS OR YOUR GAE BOLGA). THEN GO TO 24.

110 SHE SMILES AT YOUR ANSWER AND GIVES YOU TWO PIECES OF THE GOLD RING. NOTE THEM ON YOUR SCROLL AND GO TO 135.

111 SHE GRINS..."YOUR ANSWER LACKS RESPECT, BUT I PREFER AN HONEST ONE." SHE GIVES YOU ONE PIECE OF THE SILVER RING. NOTE IT ON YOUR SCROLL AND GO TO 135.



112 SHE LEERS AT YOU..."SO YOU'D BE PREPARED TO STAY WITH AN OLD HAG LIKE ME, EH? I'LL LOOK FORWARD TO IT!" SHE GIVES YOU ONE PIECE OF THE GOLD RING. NOTE IT ON YOUR SCROLL AND GO TO 135.

113 DEDUCT THE PAYMENT FROM YOUR BATTLE SCROLL...



AS YOU APPROACH THE OTHER SIDE, A GHASTLY FIGURE EMERGES THROUGH THE MIST...GO TO 61.

114 IF YOU DECIDED TO...

WALK THROUGH THE WATERFALL, GO TO 148.

BLOW THE CARNYX (TRUMPET), GO TO 154.

USE THE GAE BOLGA AS AN UMBRELLA (IF YOU STILL HAVE IT), GO TO 138.

OPERATE THE ROCKING STONE, GO TO 139.

DO SOMETHING ELSE, GO TO 149.

115 YOU HAVE COLLECTED 2 OR 3 CORRECT SEGMENTS OF THE RING WHICH MEANS THAT...



YOU HAVE PASSED THE TEST AND SHOWN THE QUALITIES NEEDED FOR A SACRED KING.

YES...I HAVE TO ADMIT YOU'VE DONE RATHER WELL — FOR A MAN!

YOU WILL BE A MIGHTY KING, DEARIE, AND LEAD YOUR TRIBE TO VICTORY AND FAME...HEH! HEH! HEH!

116 THE RING OF DANU CURES YOU AND UKKO OF THE SERPENT'S BITE, AND YOU RETURN TO THE LAND OF THE LIVING. AS YOU DEPART, THE GODDESS OF SPRING CALLS LONGINGLY AFTER YOU...



YOU WILL RULE FOR SEVEN YEARS, THEN GO INTO THE EARTH AND BE MINE FOREVER.

OURS, DEARIE...HEH! HEH!

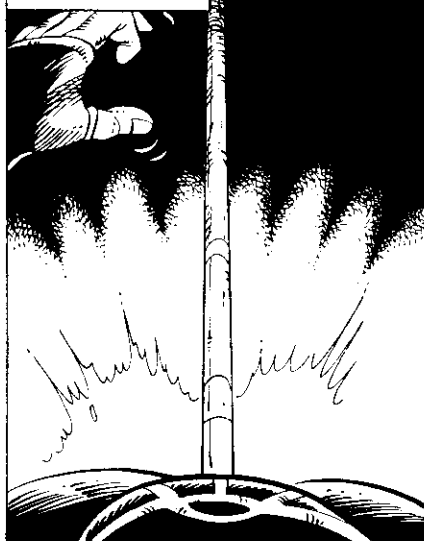
OURS!

THE END.

117 BEFORE YOU CAN STRIKE, THE KING WITH THE SPEAR HURLS HIS STRANGE WEAPON...



118 IT IS A TYPE OF GAE BOLGA — A CELTIC "BELLOWS" SPEAR — WHICH ENTERS THE BODY WITH A SINGLE WOUND...



119 BUT SPRINGS OPEN INSIDE OF IT WITH THIRTY SPIKES...



YOUR QUEST IS OVER.

120 THE BATTLE IS OVER. UKKO PICKS UP THE SPEAR... IT IS A GAE BOLGA — A CELTIC "BELLOWS" SPEAR THAT ENTERS THE BODY WITH A SINGLE WOUND...



121 ...BUT SPRINGS OPEN WITH THIRTY BARBS.



MAKE A NOTE OF IT ON YOUR BATTLE SCROLL.

122 HEY! WE COULD USE IT TO KEEP THE RAIN OFF!



WHAT A STUPID IDEA! IT'S A WEAPON, YOU DUMB DWARF!

123 JUST A THOUGHT. WE CAN'T ALL BE MAD AXEMEN, YOU KNOW.



YOU FOUGHT WELL, FRIEND. MY NAME IS MORGAWR IRON CLAW AND THIS IS MY COMPANION, SABA. WE KNOW A TAVERN NEAR HERE... CARE TO JOIN US FOR A DRINK?



IF YOU WOULD LIKE A DRINK WITH MORGAWR AND SABA, GO TO 106. IF YOU WOULD RATHER CARRY STRAIGHT ON, GO TO 132.

124 THE RING CLOSES AROUND YOU, HOLDING YOU IN A VICE-LIKE GRIP.

YOU MAY HAVE SUSPECTED UKKO OF BEING ELFRIC IN DISGUISE; IF SO, YOUR SUSPICIONS ARE CONFIRMED. YOUR DWARF TRANSFORMS HIMSELF INTO THE PRINCE OF DEMONS.

HE SNEERS DOWN AT YOU... "I DELIBERATELY LET YOU SEE THROUGH MY DISGUISE, SO YOU'D PICK THE OPPOSITE ROUTE! NOW... YOU ARE AT MY MERCY..."

THE TORTURE ELFRIC PLANS FOR YOU IS TOO GHASTLY TO WRITE DOWN. ALL YOU CAN PRAY FOR IS...

THE END.

125 OH, THANK YOU FOR SAVING ME, SIR. ALL I CAN GIVE YOU IS THIS SEGMENT OF A GOLD RING I FOUND WHEN I WAS SWEEPING UP...



IF YOU WANT IT, NOTE IT DOWN ON YOUR BATTLE SCROLL.

126 AND...



WILL YOU NOW... TALK TO GUMPAS? (GO TO 98). OR LEAVE? (GO TO 131).

127 UKKO PASSES YOU THE HIDEOUS WEAPON...



YOU OVERLOOKED ONE DIFFERENCE BETWEEN US, DEMON... I HAVE THE GAE BOLGA!

NO! NO! NOT THE GAE BOLGA!

128

YES! YES!



129

AAAAGGGGH!

ELFRIC DIES. TAKE HIS WARP RATING (THE SAME AS YOUR OWN) IN THE USUAL WAY. THERE IS NO TIME TO CUT THE WEAPON OUT OF HIM. GO STRAIGHT TO 69.

130 AS YOU HOLD THE MAGIC APPLE, YOU SUDDENLY REALISE THE ANSWER... THE ROCKING STONE SWITCHES THE WATERFALL OFF!

THE APPLE CRUMBLES TO DUST IN YOUR HAND. DEDUCT IT FROM YOUR BATTLE SCROLL AND GO TO 139.

131 GOOD LUCK, FRIEND.

LET ME CARRY THAT. IT'S MUCH TOO HEAVY FOR A LITTLE THING LIKE YOU.

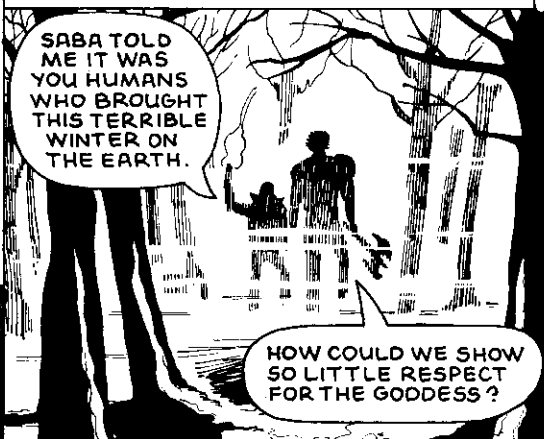


132 POISONOUS FUMES FILL THE AIR LIKE A DRAGON'S EVIL BREATH, AND RED SAP FLOWS FROM SKELETAL ALDER TREES TO FORM A GUSHING RIVER OF BLOOD...

SABA TOLD ME IT WAS YOU HUMANS WHO BROUGHT THIS TERRIBLE WINTER ON THE EARTH.

HOW COULD WE SHOW SO LITTLE RESPECT FOR THE GODDESS?

YOU FEEL THE SERPENT'S VENOM COURSE THROUGH YOUR BODY AND KNOW THAT YOU, TOO, ARE DYING...



133 UNLESS YOU COMPLETE YOUR QUEST SUCCESSFULLY, YOU WILL NEVER RETURN TO THE LAND OF THE LIVING.



IF YOU WOULD LIKE TO GET RID OF A GOLD OR SILVER PIECE OF THE RING, GO TO 52. OTHERWISE, READ ON...

134 YOU FOLLOW THE FLOW OF BLOOD UNTIL YOU REACH LOCH BEL DRAGAIN...DRAGON MOUTH LAKE...

FROM BEHIND THE WATERFALL YOU HEAR A DREADFUL WAILING... AND YOU KNOW THERE LIES YOUR FINAL DESTINATION...



135 NOW, DEARIE, THIS IS THE MOMENT YOU'VE BEEN WAITING FOR! WHEN YOU WILL DISCOVER YOUR FATE...HEH! HEH! HEH!



IF YOU HAVE 2 OR MORE PIECES OF THE GOLD RING, GO TO 150 (EVEN IF YOU ALSO HAVE PIECES OF THE SILVER RING). IF YOU HAVE 1 GOLD AND 1 SILVER PIECE OF A RING, GO TO 150. OTHERWISE, GO TO 115.

136 GUMPAS REVEALS THAT BY OPERATING A ROCKING STONE CLOSE BY, YOU WILL SWITCH OFF THE ACID WATERFALL LONG ENOUGH TO ENTER THE CAVE BEYOND.

DEDUCT THE PAYMENT (FIVE GOLD COINS...OR ONE MAGIC APPLE...OR THE GAE BOLGA) FROM YOUR SCROLL.

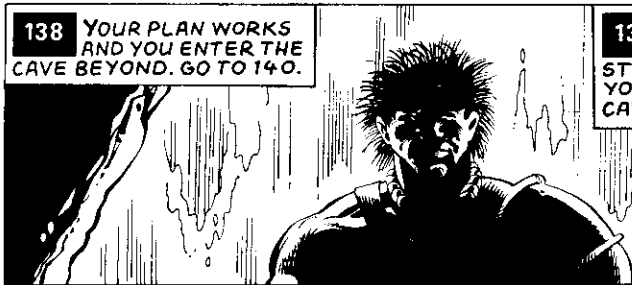
WILL YOU NOW LEAVE? GO TO 131...OR, IF YOU HAVEN'T HELPED UNA YET AND WANT TO, GO TO 2.

TO REACH IT, WILL YOU...USE THE BOAT? (GO TO 108); BUY THE STILTS OFF THE PEASANT AT A COST OF ONE MAGIC APPLE OR FIVE GOLD COINS? (GO TO 113); OR WADE—OR SWIM—ACROSS? (GO TO 86).

137 YOU'RE ABOUT TO PUT YOUR PLAN INTO ACTION AS THE WAR HORSE THUNDERS TOWARDS YOU...

GO TO 72.

138 YOUR PLAN WORKS AND YOU ENTER THE CAVE BEYOND. GO TO 140.



139 YOUR PLAN WORKS. THE WATERFALL STOPS BRIEFLY—GIVING YOU TIME TO ENTER THE CAVE BEYOND. GO TO 140.



140 INSIDE, A HIDEOUS HAG IS LAMENTING AS SHE WASHES YOUR BLOOD-SOAKED CLOTHES.



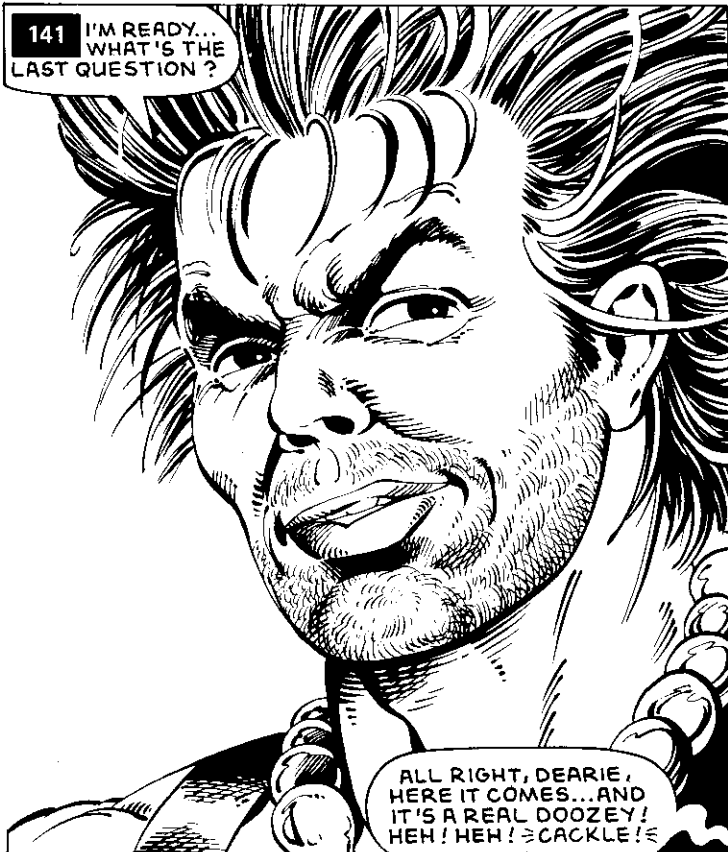
YOU REALISE IT'S THE GODDESS OF WINTER...

GLAD TO SEE SOMEONE ELSE DOING SLAINE'S WASHING FOR A CHANGE!

YOU SHOULD SEE SOME OF THE STAINS I'VE HAD TO GET OUT OF HIS TROUSERS—BLOOD...SLIME...ENTRAILS...

WHEN THESE BARBARIANS GO WADING THROUGH RIVERS OF BLOOD, THEY DON'T CARE THAT SOMEONE HAS TO WASH THEIR LOINCLOTH AFTERWARDS! NO, THEY DON'T THINK ABOUT THAT!

141 I'M READY... WHAT'S THE LAST QUESTION?



ALL RIGHT, DEARIE, HERE IT COMES...AND IT'S A REAL DOOZEY! HEH! HEH! >>>CACKLE!<<<

142 WILL YOU STAY IN THIS CAVE WITH ME AND WORSHIP ME FOR EVER?



WILL YOU ANSWER...? "I BOW THE KNEE TO NO ONE, ESPECIALLY NOT A WOMAN" (GO TO 110). "THAT WOULD BE A FATE WORSE THAN DEATH" (GO TO 111). "YOU ARE MY GODDESS, I MUST OBEY YOU IN ALL THINGS" (GO TO 112). IF YOU HAVE AN APPLE AND THINK IT COULD INSPIRE YOU, GO TO 71.

143 ELFRIC WARPS HIMSELF INTO THE BARMAID...



UNA!
THAT WAS
...YOU?!

MMMM! OF
COURSE I KNEW
YOU'D GO TO
HER RESCUE
WITH YOUR
PATHETIC IDEAS
OF CHIVALRY!

144 ...AND THEN INTO HIS 'NORMAL' SELF.



"OH, THANK YOU FOR SAVING ME,
SIR. ALL I CAN GIVE YOU IS THIS
SEGMENT OF A GOLD RING I FOUND
WHEN I WAS SWEEPING UP..."

145



BUT
I...

YESSS... YOU DID,
DIDN'T YOU?

UGH!

146 OH, BUT I DID SO
ENJOY BEING
RESCUED BY A BIG
HUNKY BARBARIAN!



147

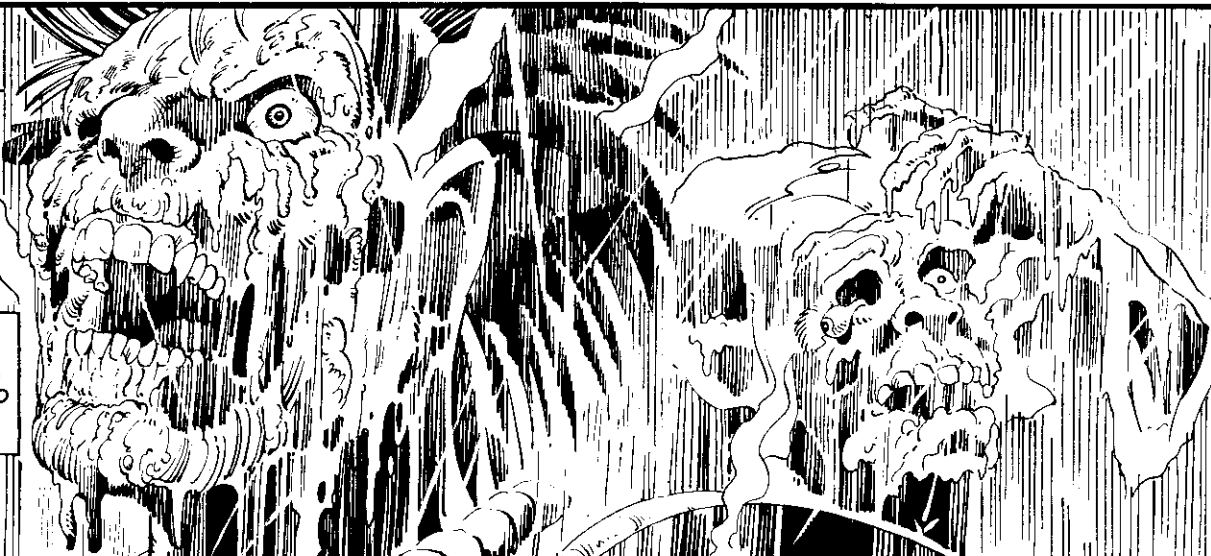


you —!

YOU'RE SO ANGRY, YOU ALMOST HAVE A WARP SPASM AS
ELFRIC REVERTS BACK INTO "THE FETCH". GO TO 3.

148 THE WATERFALL IS
CONCENTRATED
ACID... YOU AND UKKO DIE
IN AGONY.

149 BEFORE YOU CAN
CARRY OUT YOUR
PLAN, YOU ARE SPLASHED
BY THE WATERFALL... AND
DISCOVER IT'S CONCENTRATED
ACID. YOU DIE IN
AGONY.



150 YOUR FACE SPROUTS BRISTLES AND DISTORTS INTO THE GROTESQUE FEATURES OF A PIG. THE RING YOU COLLECTED IS FOR YOUR NOSE...



YOU HAVE BECOME THE PIG GOD!

151 THE TRIPLE GODDESS APPEARS...

YES, I'M AFRAID YOU FAILED THE TEST... I'M SO SORRY...



I'M NOT! I ALWAYS KNEW YOU WOULD! YOU'RE LIKE ALL MEN - A USELESS PIG!

152

BECAUSE YOU WERE TOO ARROGANT, I'M AFRAID...

OR LACKED SPIRIT... OR WERE FOOLED BY OTHERS, DEARIE... HEH! HEH!

OR FAILED TO SHOW RESPECT FOR ME AS A WOMAN AND A GODDESS!



153 THE GODDESS SEES THE DISAPPOINTMENT ON YOUR BESTIAL, PIGGY FACE...



AHH! DON'T TAKE IT SO HARD, SWINE... AFTER ALL, YOU HAVE BECOME KING... KING OF THE OTHERWORLD! AND YOU'LL STAY WITH ME FOREVER...

154 AND... IF YOU AMUSE ME...



155 I KNOW WHAT I'D LIKE TO DO WITH HIM...



YOU'LL GET YOUR CHANCE WHEN MAIDEN'S FINISHED WITH HIM... HEH! HEH! HEH!

SNORTING AND GRUNTING, YOU SHAMBLE AFTER HER. THE END.

156 YOU BLOW ON THE PIG TRUMPET. TOO LATE YOU REALISE THIS WAS NOT A GOOD IDEA. YOUR FACE SPROUTS BRISTLES AND DISTORTS INTO THE GROTESQUE FEATURES OF A PIG. YOU HAVE BECOME THE PIG GOD.

YOU AND UKKO ARE WHISKED INSIDE THE CAVERN WHERE YOU MEET THE EARTH GODDESS. GO TO 153.